

PRIMA'S OFFICIAL



STRATEGY GUIDE

amped

FREESTYLE SNOWBOARDING



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PRIMA'S OFFICIAL STRATEGY GUIDE

amped

FREESTYLE SNOWBOARDING

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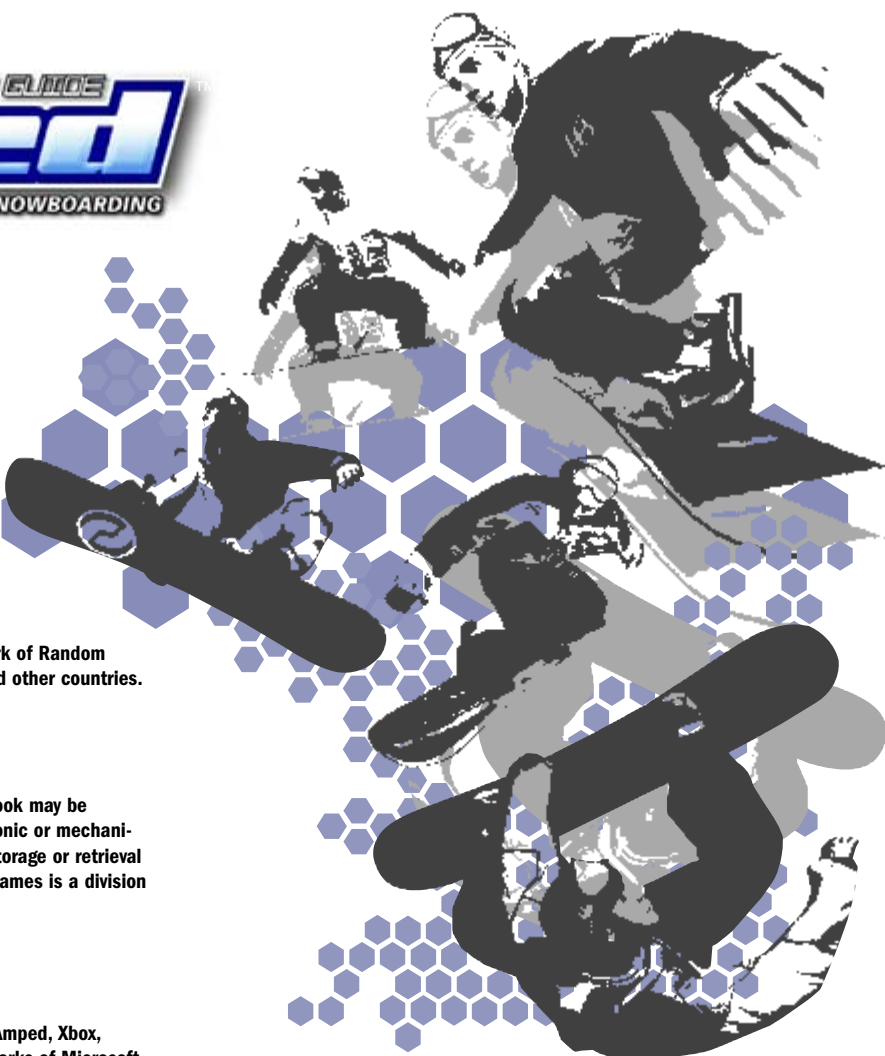
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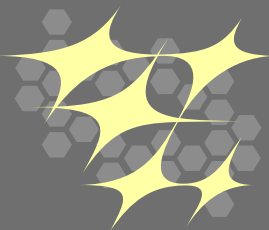
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CONTENTS

King of the Hill	4
Rush to Glory	4
Default Controller Configuration	5
Gift of Grab	5
Easy Riders	8
Gear	15
Bindings	15
Boards	16
Boots	18
Brighton 1	20
Snow Summit 1	26
Gunny's Gulch	32
Brighton 2	36
Stratton 1	42
Altibahn 1	48
Slopestyle	54
Snow Summit 2	59
Stratton 2	65
Altibahn 2	70
Nixon JibFest	76



KING OF THE HILL

When you're mile-high in the mountains, busting flips over canyons with no regard for broken bones or medical bills, getting amped isn't just a feeling; it's a way of life. Amped is the feeling of soaring off the side of a hill as you spin over the roof of a two-story house, grinding the top wires of a ski lift like a rail, or beating the best pro at his own tricks.

Now, thanks to the power of the Xbox, you can live an amped lifestyle. And the best part is, if you crash head first into a tree, you don't need to reach for the aspirin—just reset.



RUSH TO GLORY

The journey to snowboarding greatness isn't as easy you'd think. You need a cunning mind, and quick reflexes. You also need the guts to attempt break-neck jumps off of cliffs, even if you don't see anywhere that's safe to land. And, most importantly, to reach Superstar status you must learn over 1,000 tricks, stunts, and variations to reach the highest of heights.

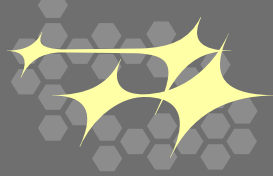


Before hitting the slopes, memorize the controls. There's nothing worse than going for a grind and instead knocking your noggin on a log because your rider attempted a forward flip.

TIP

Focus on completing High Score challenges to get skill points. They also unlock higher scoring tweaks from Pro 1 challenges, and get two skill points from each Pro 2 challenge.





DEFAULT CONTROLLER CONFIGURATION

BASIC MOVEMENT

Turn Left/Right: \leftarrow/\rightarrow
 Speed Up: \uparrow
 Slow Down: \downarrow
 Jump: A/Click (R)
 Slide Tail Left/Right: (L)/(R)

AERIALS

Spin Left/Right: \leftarrow/\rightarrow
 Front/Back Flip: \uparrow/\downarrow

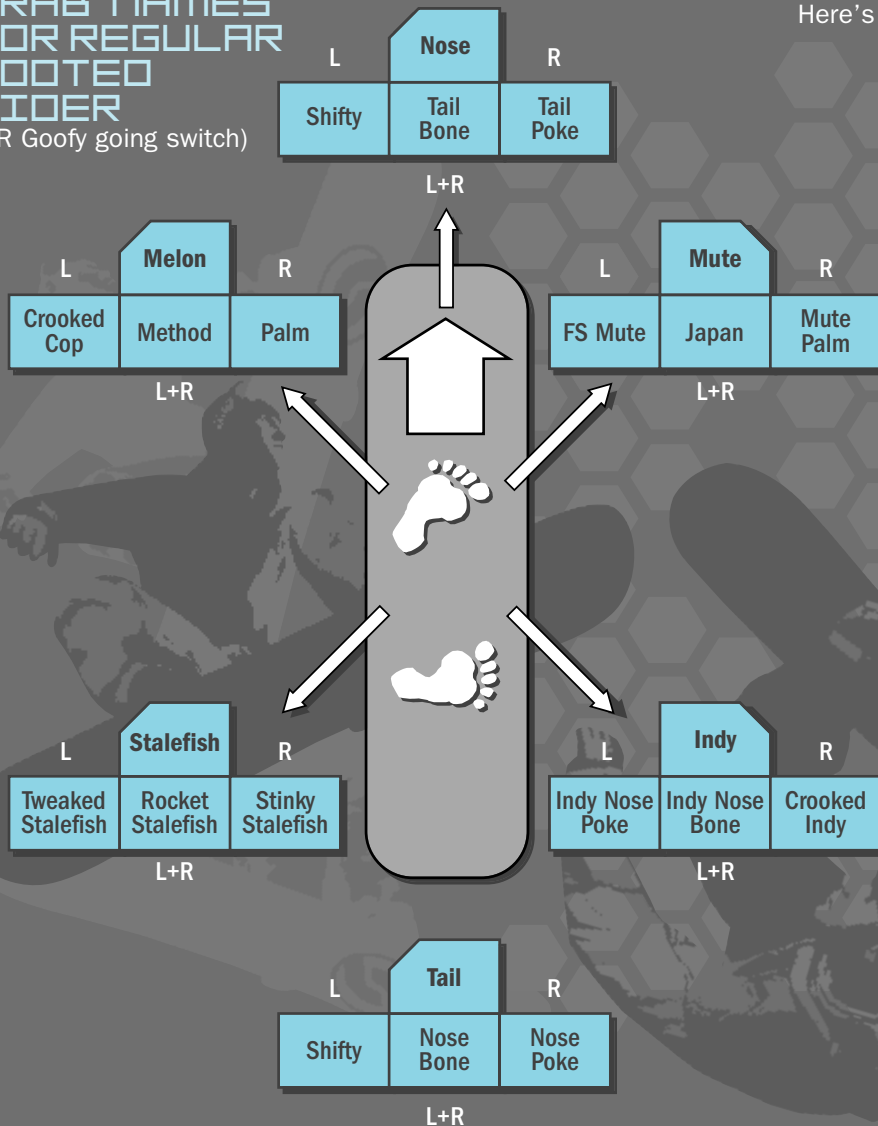
GRABS ON RIGHT STICK

Grabs: R
 Tweak Grabs: R + (L)/(R)

GRABS ON BUTTONS

Grabs: A/X/Y
 Grabs: A, A
 Grabs: X, X
 Grabs: Y, Y
 Tweak Grabs: R + (L)/(R)

GRAB NAMES FOR REGULAR FOOTED RIDER (OR Goofy going switch)



GIFT OF GRAB

The more move variations you pull, the higher your score. One way to ensure continuous big runs is to vary each jump with a different grab. Here's a breakdown of the basic grab controls.

OFF-AXIS TRICKS

Pure spins and flips are great, but you can't really consider yourself an expert until you perfect off axis tricks. To perform an off-axis trick, release the jump button while holding the left stick or d-pad along a diagonal. You'll know you've done it when you see a trick named "corkscrew" or "rodeo". Off axis tricks are harder to land because you're spinning and flipping at the same time, but are worth it because the points you earn are truly amazing.

SWITCH

Riding 'switch' is an important part of Amped. Switch is when your wrong foot is forward. Still confused? Just find the indicator in the upper right of the screen. Anytime you're riding switch all of your skills are reduced: your top speed is lower, you'll spin slower, and so on. But, and this is a big one, you get more points for doing points switch. To change between switch and normal stances just pull either trigger all the way and hold it until your character changes stance.

REPEAT TO DEFEAT

Some games let you bust the same moves over and over again and still give you huge points. But that's not what *Amped* is about. The more times you attempt the same tricks on the same run, the fewer points you receive. In fact, the second time you land the same trick, your score is reduced by up to 50 percent.



Once you land the grind, continuously jump and spin, then land the grind again. This combo adds up to bigger numbers than you'd imagine.



The longer the grind, the more spins you can accomplish. The more spins you pull, the more points you accumulate. It's

possible to grind some ski lifts to pull over 200,000 points at one time!

THE DAILY GRIND

One of the quickest ways to rack up points is to look for anything and everything to grind on each course. Whether you slide down logs, rails, ski lifts, or fences, the more you grind, the more points you accumulate.



When the object you're grinding is about to end, look for something ahead to flip onto and continue the ride.



But the key to the grind isn't just sliding along an object; the key is to turn the simple trick into one of the most spectacular moves in the game. You

do this by first landing the grind out of a big jump. Whether it's a 360 spin, a forward flip, or a double backflip, always look for new ways to land the same grind. Doing this ensures that your trick starts with the maximum amount of points.

If nothing's around, use a flip or spin to dismount, but make sure you stick the landing. If you fall off the grind, all the points you earned during the trick are lost.



LOOKING FOR A COOL CAREER?

When you've learned all the controls and practiced the basics of boarding, it's time to become a professional snowboarder.

One of the first things you need to do is divvy up skill points to your new rider. The most valuable attributes you can give your athlete are Spin, Balance, and Speed (in that order).



Next, pick your character's look, clothing, and gear. Don't worry too much about how studly or stylish your boarder appears. You need to worry about selecting the right board, bindings, and boots for the style of rider you're about to become.



Boards, bindings, and boots are the only pieces of gear that affect your skill points, and they can actually increase your character's chances of pulling off bigger and higher-scoring tricks.

BECOMING #1

Your career ambition as a pro snowboarder is to become the number-one ranked rider in the world. When you start your career, however, you're ranked #126, and it's a long road to top-dog status.

There are 11 courses in *Amped* (eight primary and three mini), but not all are playable when you begin your career. You unlock new levels by moving up in the world rankings and by increasing your sponsor status, which you achieve by completing the game's 125 challenges. For every challenge you complete, your world ranking rises one point. To increase your sponsor status, you must complete the Media, High Score, and Sponsor challenge on each mini-level.



SUPERSTAR SNOWBOARDER

There are four levels of sponsor status: Local Rider, Shop Rider, Pro Rider, and Superstar. To challenge the other pros in each level, you must first earn Shop Rider status. When you achieve this goal, you can re-enter past levels to earn new accolades as you compete against the best riders in the world.





EASY RIDERS

So, you want to go head-to-head with a friend in the multiplayer mode or compete in one of *Amped's* pro challenges? Check out our breakdown of all the boarding Superstars. Learn their skill levels, where you meet them in competition, and the rewards you receive for defeating them.



JASON BROWN



You run into this high flyer three times during the Pro Challenge, and none of the competitions come easy. Brown's the

Superstar rider on Brighton 1, the Pro Rider on Stratton 1, and the Shop Rider on Altibahn 2. Beating Brown brings handsome rewards—you can win a new board by beating him in Brighton, and a new Indy Nose Poke trick by taking him out in the Altibahn.

PROFILE

Age: 27		Height: 5'4"	
Weight: 145 lbs		Blood Type: Unknown	
Board: CaPiTa JB	Stance: Regular Angles F: Forward Angles B: Backward 20"		
Sponsors: CaPiTa, 4ce, Malitia, Grenade, snowaccess.com			
Favorite Bands: Bright Eyes, Fuzz Flower, Dinosaur Jr.			
Favorite Run: Any good halfpipe			
Hobbies: Love			

SKILLS

SPIN 14/20	
BALANCE 13/20	
JUMP 13/20	
SPEED 13/20	
SWITCH 14/20	





JEREMY JONES



The king of rails is the final boss you must defeat to become the top-ranked rider in the world. He's the shop pro in Summit 2, but the Superstar on both Altibahn 2 and JibFest. Defeating Jones in Summit gets you a nasty Rocket Stalefish trick, and beating him on both Superstar courses gets you new boards.

PROFILE

Age: 25	Height: 5'11"
Weight: 175 lbs	Blood Type: B
Board: Jeremy Jones	Stance: Goofy Angles F: 18 Angles B: -15 23"
Sponsors: Forum, Milosport, Nixon, Iris, Circa, Bonfire	
Favorite Bands: At the Drive-in, Hot Water Music, James McMurtry	
Favorite Run: Double line at the Rail Gardens	
Hobbies: Skateboarding, golf	

SKILLS

SPIN 13/20	
BALANCE 16/20	
JUMP 14/20	
SPEED 12/20	
SWITCH 12/20	



MIKEY LEBLANC



The first time you encounter Mikey LeBlanc as the shop pro in Brighton 2, you'll probably think he's not much of a challenge, but when you face him in his other two contests—once as the Pro at JibFest and once as the Superstar in Gunny's Gulch—and you earn respect for the little man with the big moves. You also earn the Mute Palm move by beating him in Brighton and a new Fake Board by out-riding him in Gunny's Gulch.

PROFILE

Age: 28	Height: 5'4"
Weight: 135 lbs	Blood Type: Hot
Board: M3 Sidewall 155	Stance: Regular Angles F: 9 Angles B: -15 21"
Sponsors: M3, Iris, DVS, Northwave, Drake	
Favorite Bands: Modest Mouse, Built to Spill, Bjork, The Roots	
Favorite Run: Termas de Chillian	
Hobbies: Skateboarding, photography, playing music, trying to make positive differences in all aspects of life	

SKILLS

SPIN 13/20	
BALANCE 14/20	
JUMP 12/20	
SPEED 12/20	
SWITCH 16/20	



BJORN LEINES



An all-around champion, Bjorn challenges you two times as a Superstar rider—once in Stratton 1 (where he's the shop challenger),

and once in Summit 2. Whether it's rails, stylish flips, or off-axis spins, Bjorn hits all the right spots. He loves to score the big points and tell you how he did it.

PROFILE

Age: 24	Height: 5'10"
Weight: 155 lbs	Blood Type: Unknown
Board: Bjorn Forum 156	Stance: Regular Angles F: 18 Angles B: -9 21 1/2"
Sponsors: Forum, Volcom, Oakley, Circa	
Favorite Bands: Method Man, Gang Starr, Metallica	
Favorite Run: Utah back country, Whistler back country	
Hobbies: Skateboarding, hunting, fishing, motocross	

SKILLS

SPIN 14/20	
BALANCE 12/20	
JUMP 15/20	
SPEED 14/20	
SWITCH 12/20	



BOBBY MEEKS



The man who claims to have vampire blood in his veins also sports nerves of steel. You'll find this out as you watch his

fearless jumps as the pro challenger in Altibahn 1 and Stratton 2, and as the Shop Rider in JibFest. The only level on which you earn anything by beating Mr. Meeks is Jib Fest, where you're rewarded with the Indy Nose Bone.

PROFILE

Age: Ageless	Height: 5'11"
Weight: 170 lbs	Blood Type: Vampire
Board: K2 Zeppelin 159	Stance: Regular Angles F: 28 Angles B: -6
Sponsors: K2, Dragon, Blindside Snowboard Shop, GMC, snowaccess.com	
Favorite Bands: Bright Eyes, Neutral Milk Hotel, Grandaddy, the Beatles	
Favorite Run: Any run where he doesn't land on his head	
Hobbies: Skateboarding, basketball, playing music, girls	

SKILLS

SPIN 13/20	
BALANCE 16/20	
JUMP 14/20	
SPEED 12/20	
SWITCH 12/20	





JORDAN MENDENHALL



One of the youngest riders in the game, Jordan only challenges you twice during the game, and neither face-off is too tough to handle. He's the Pro Rider in both Brighton 1 and Brighton 2. All you get by beating him either time is bragging rights.

PROFILE

Age: 20	Height: 5'11"
Weight: 155 lbs	Blood Type: A
Board: Forum Explorer 156	Stance: Regular Angles F: 25 Angles B: -12 22 1/2"
Sponsors: Forum, Alphanumeric, Dragon, Milosport, milosport.com	
Favorite Bands: Vast, Guns N' Roses	
Favorite Run: Snow Summit Super Park	
Hobbies: Skateboarding	

SKILLS

SPIN 14/20	
BALANCE 14/20	
JUMP 13/20	
SPEED 13/20	
SWITCH 13/20	



JANNA MEYEN



If you haven't practiced your off-axis spins, Janna Meyen is your worst nightmare. She's the Shop Rider on Stratton 2 (where she shows you just how off-axis spins can get), and she's the Pro Rider in Slopestyle. Show Janna a thing or two about your own off-axis spins to win the ability to bust a Crooked Indy.

PROFILE

Age: 24	Height: 5'7"
Weight: 145 lbs	Blood Type: Unknown
Board: Chorus 153	Stance: Regular Angles F: 21 Angles B: -6 21"
Sponsors: Chorus, Etnies, Thirtytwo, Volcom, Velvet, Da Kine, Snow Summit, Liberty Boardshop	
Favorite Bands: The Line, Metallica	
Favorite Run: Powder	
Hobbies: BMX	

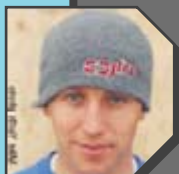
SKILLS

SPIN 13/20	
BALANCE 15/20	
JUMP 12/20	
SPEED 14/20	
SWITCH 13/20	





JASON MURPHY



Murphy is the first challenger you encounter in the game. He might be a pushover on Brighton 1, but he comes back big as the Pro on Snow Summit 1 and as the Superstar on Altibahn 1—he has big air, big spins, and big, big points. Beat him in Brighton to learn the Palm Tweak, and in the Altibahn to earn a new board.

PROFILE

Age: 26	Height: 5'7"
Weight: 155 lbs	Blood Type: O+
Board: Jason Murphy pro model	Stance: Regular Angles F: 18 Angles B: -12 21 1/2"
Sponsors: Sims, DC, Dragon, Hurley, Method, Link, Ally, Milo Snowboard Shop, Bonfire	
Favorite Band: De La Soul	
Favorite Run: Any with friends and jibs	
Hobbies: Skateboarding, golf	

SKILLS

SPIN 16/20	<div><div></div></div>
BALANCE 12/20	<div><div></div></div>
JUMP 12/20	<div><div></div></div>
SPEED 14/20	<div><div></div></div>
SWITCH 13/20	<div><div></div></div>



MITCH NELSON



Mitch Nelson must live in Gunny's Gulch. That's the only explanation there is to him being both the Shop and the Pro challenger on the same mini-level. He's also the Pro challenger on Summit 2 where he shows you so many flips, you think he's a tiddy wink. The only reward Mitch offers is in the shop level of the Gulch, where you learn a stylish Method Tweak.

PROFILE

Age: 24	Height: 5'10"
Weight: 160 lbs	Blood Type: A+
Board: M3	Stance: Goofy Angles F: 19 Angles B: -9 21 3/4"
Sponsors: M3, Vans, Smith, Drake, Da Kine, Milosport	
Favorite Bands: Oldies rock and roll bands	
Favorite Run: Anywhere with friends	
Hobbies: Skateboarding	

SKILLS

SPIN 12/20	<div><div></div></div>
BALANCE 15/20	<div><div></div></div>
JUMP 15/20	<div><div></div></div>
SPEED 13/20	<div><div></div></div>
SWITCH 12/20	<div><div></div></div>





TRAVIS PARKER



Parker challenges you three times—once as merely a tune-up in Snow Summit 1 as the shop pro, and twice as a Superstar in Brighton 2 and Slopestyle. You want to beat Parker for more than ranking points—he teaches you the Crooked Cop in the Summit, and gives you two Fake Boards for beating him in the Superstar courses.

PROFILE

Age: 25	Height: 5'10"
Weight: 165 lbs	Blood Type: Pumpin'
Board: K2 Scorpaznatica 159/155	Stance: Goofy Angles F: 24 Angles B: -3 21 1/2"
Sponsors: K2, Sessions, Dcshoecousa, Smith, GMC Gloves, snowaccess.com, Milosport	
Favorite Bands: Modest Mouse, Grandaddy	
Favorite Run: Squaw KT22	
Hobbies: Short films, skateboarding, annoying people	

SKILLS

SPIN 16/20	<div><div></div></div>
BALANCE 13/20	<div><div></div></div>
JUMP 12/20	<div><div></div></div>
SPEED 13/20	<div><div></div></div>
SWITCH 13/20	<div><div></div></div>



GIGI RUF



Thank heaven for little girls...and guys with long hair. Gigi only stands up twice to issue a challenge—the first as a Shop Rider in Altibahn 1, and the second as the Pro in Altibahn 2. Beat him the first time to earn Japan (not the country, the move). That's all you get from Gigi; the second time you beat him you get zilch!

PROFILE

Age: 20	Height: 175 cm
Weight: 58 kg	Blood Type: Unknown
Board: Seven	Stance: Regular Angles F: 28 Angles B: 0
Sponsors: Burton, Analog, Dragon, Nixon, Volcom, Backyard Snowshoes	
Favorite Bands: Invasion Sound, DJ A-Dog	
Favorite Run: At home	
Hobbies: Skateboarding, hanging out, watching TV	

SKILLS

SPIN 13/20	<div><div></div></div>
BALANCE 13/20	<div><div></div></div>
JUMP 12/20	<div><div></div></div>
SPEED 13/20	<div><div></div></div>
SWITCH 16/20	<div><div></div></div>





KURT WASTELL



The world is not ready for Kurt Wastell. Well, maybe the world's ready for him, but you might not be. The first time you face him, he's the Shop Rider in

Slopestyle. No problem, you might say. But face his challenges as the Superstar in Snow Summit 1 and Stratton 2, and he'll leave you scratching your head in amazement—especially in Snow Summit, when you square off in "Miracle Mile Jibbing". You earn the Stinky Stalefish by beating him in Slopestyle, and two boards for conquering the Superstar levels.

PROFILE

Age: 26	Height: 5'8"
Weight: 160 lbs	Blood Type: O+
Board: Kurt Wastell	Stance: Goofy Angles F: 18 Angles B: -6 20 3/4"
Sponsors: Sims, DC, Dragon, Hurley, Method, Link, Ally, Milo Snowboard Shop, Bonfire	
Favorite Bands: Del, Eligh, A Tribe Called Quest	
Favorite Run: Snow Summit Pro Park	
Hobbies: Skateboarding, surfing, golf	

SKILLS

SPIN 13/20	<div><div></div></div>
BALANCE 12/20	<div><div></div></div>
JUMP 15/20	<div><div></div></div>
SPEED 14/20	<div><div></div></div>
SWITCH 13/20	<div><div></div></div>



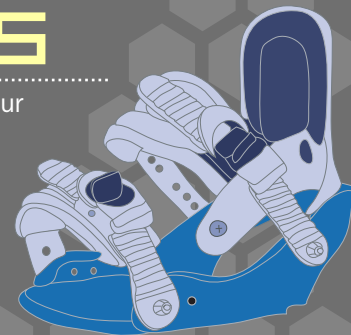
GEAR

When it comes to hitting the slopes, everyone wants to look their best. And although there are plenty of colorful outfits for your rider to strut around in, you should only be concerned about three areas: bindings, boards, and boots. These are the only three pieces of gear that affect your performance in the snow. In fact, your equipment can determine whether you get enough lift off a jump, and if you have enough speed to fly across a cavern.



BINDINGS

Bindings are the straps that hold your boots to your board. Connecting the right bindings can give you that added boost on every trick. Below is a list of all bindings in the game, including sponsors, make, the status needed to acquire the gear, and the number of skill points each pair of bindings adds to your boarder.



BINDINGS COMPARISON TABLE

SPONSOR	NAME	RIDER STATUS REQUIRED	SPIN PTS.	BALANCE PTS.	JUMP PTS.	SPEED PTS.	SWITCH PTS.
Burton	Freesole536	Local	—	—	—	—	—
Drake	Lady (Blue)	Local	—	—	—	—	—
Flux	Super Premium (Red)	Local	—	—	—	—	—
Forum/FS	ATA (Blue)	Local	—	—	—	—	—
K2	V-10 (Red)	Local	—	—	—	—	—
Ride	Mandarin	Local	—	—	—	—	—
Sims	Link (Blue)	Local	—	—	—	—	—
Burton	Freesole540	Shop	—	—	—	1	—
Drake	Limited (Black/Orange)	Shop	—	—	1	—	—
Flux	Platinum Painted (Black)	Shop	—	—	—	1	—
Forum/FS	ATA (Orange)	Shop	—	1	—	—	—
K2	V-10 (Silver)	Shop	—	—	—	1	—
Ride	LeMans	Shop	—	—	—	1	—
Sims	Link (Olive)	Shop	—	—	1	—	—
Burton	Freesole542	Pro	1	—	—	—	1
Drake	Matrix (Blue)	Pro	—	—	1	1	—
Flux	JL (Black/Red)	Pro	—	1	1	—	—
Forum/FS	ATF (Dark Blue)	Pro	—	1	—	—	1
K2	V-6 (Blue)	Pro	1	—	1	—	—
Ride	LX	Pro	—	1	—	1	—

continued →

BINDINGS COMPARISON TABLE - cont.

SPONSOR	NAME	RIDER STATUS REQUIRED	SPIN PTS.	BALANCE PTS.	JUMP PTS.	SPEED PTS.	SWITCH PTS.
Sims	Uplink (Black)	Pro	—	—	1	—	1
Burton	Freesole544	Superstar	1	—	—	1	1
Drake	Matrix (Orange)	Superstar	1	—	1	—	1
Flux	Platinum (Orange)	Superstar	—	1	1	—	1
Forum/FS	ATP (Red)	Superstar	1	1	—	—	1
K2	V-8 (Silver)	Superstar	—	1	—	1	1
Ride	LX (Red)	Superstar	1	—	—	1	1
Sims	Uplink (Red)	Superstar	—	1	1	—	1



BOARDS

The board is the most important piece of gear a snowboarder possesses (you wouldn't want to slide down the hill in your bare feet, would you?). *Amped* includes 71 boards to choose from. Below is the breakdown, including sponsor, name, the status needed to acquire the board, and by how many points each board increases your five basic skills.


BOARDS COMPARISON TABLE

SPONSOR	NAME	RIDER STATUS REQUIRED	SPIN PTS.	BALANCE PTS.	JUMP PTS.	SPEED PTS.	SWITCH PTS.
Burton	Face	Local	—	1	—	1	1
Burton	Punch	Local	1	—	1	1	—
Capita	Twin	Local	1	1	—	1	—
Chorus	Grace	Local	—	—	1	1	1
Forum	Innovator 145	Local	1	1	—	—	1
Hayes Bros	Hobie Chittenden	Local	—	1	1	1	—
K2	Darkstar	Local	1	—	—	1	1
K2	Luna	Local	—	1	1	—	1
M3	148	Local	1	1	—	1	—
Morrow	Blaze	Local	—	—	1	1	1
Ride	Fuel	Local	1	1	—	—	1
Ride	Serum	Local	—	1	1	1	—
Santa Cruz	Fiend	Local	1	—	1	—	1
Santa Cruz	Grom Boys	Local	—	1	—	1	1
Sims	FS 250	Local	1	—	1	1	—
Sims	FS 600	Local	—	1	—	1	1
Burton	Dominant	Shop	1	1	1	2	1
Burton	Frontier	Shop	1	1	2	1	1
Capita	Black Board of Death	Shop	2	2	1	—	1

continued →

BOARDS COMPARISON TABLE - cont.

SPONSOR	NAME	RIDER STATUS REQUIRED	SPIN PTS.	BALANCE PTS.	JUMP PTS.	SPEED PTS.	SWITCH PTS.
Chorus	Respect	Shop	2	1	1	1	1
Forum	Navigator 163	Shop	2	2	1	—	1
K2	Mix	Shop	1	1	2	1	1
K2	Recon	Shop	1	2	1	1	1
M3	156	Shop	1	2	1	1	1
Morrow	Radium	Shop	1	1	2	2	—
Ride	Control	Shop	1	1	1	2	1
Ride	Exile	Shop	1	1	2	1	1
Santa Cruz	Flame	Shop	1	1	2	1	1
Santa Cruz	Graffiti	Shop	1	2	1	1	1
Sims	FR 750	Shop	1	1	2	2	—
Sims	FS 750	Shop	1	1	2	1	1
Burton	Bullet	Pro	2	1	2	3	1
Burton	Cascade	Pro	1	2	3	2	1
Capita	Newspot	Pro	2	3	2	1	1

TIP

Beat the sponsor at Gunny's Gulch, Slopestyle, and JibFest to advance your career and get lots of great gear. Beating these levels also unlocks the pro challenges—when they become available be sure to go back and beat them!

Chorus	Determination	Pro	2	3	1	2	1
Forum	Destroyer 155	Pro	3	2	2	1	1
K2	A-Star	Pro	2	2	2	1	2
K2	Zeppelin	Pro	2	2	3	1	1
M3	160	Pro	2	3	2	1	1
Morrow	Lithium	Pro	2	1	2	3	1
Ride	Tempest	Pro	1	2	3	2	1
Ride	Timeless	Pro	2	2	1	2	2
Santa Cruz	Mariachi	Pro	3	2	1	1	2
Santa Cruz	Scream	Pro	2	3	2	1	1
Sims	FSR 750w TB	Pro	3	2	2	1	1
Sims	FSR 900	Pro	2	1	2	2	2
Burton	Custom	Superstar	3	3	2	2	2
Burton	Dragon	Superstar	3	2	3	2	2
Capita	George	Superstar	3	3	2	2	2
Chorus	Strength	Superstar	2	3	3	2	2
Forum	Destroyer 158	Superstar	3	3	2	2	2

continued →

BOARDS COMPARISON TABLE - cont.

SPONSOR	NAME	RIDER STATUS REQUIRED	SPIN PTS.	BALANCE PTS.	JUMP PTS.	SPEED PTS.	SWITCH PTS.
K2	Wille	Superstar	3	3	2	2	2
K2	Wisdom	Superstar	2	3	3	2	2
M3	163	Superstar	2	3	2	2	3
Morrow	Truth	Superstar	3	3	2	2	2
Ride	Mountain	Superstar	2	2	3	3	2
Ride	Profile	Superstar	3	2	3	2	2
Santa Cruz	DC 156	Superstar	2	3	3	2	2
Santa Cruz	GS 159	Superstar		2	3	2	2
Sims	FR 750 BT	Superstar	3	3	2	2	2
Sims	FS 750 MFM	Superstar	3	3	2	2	2
Burton	Seven	Pro Challenge	3	2	2	2	3
Capita	Newspot 157	Pro Challenge	3	3	2	2	2
Chorus	Confidence	Pro Challenge	2	3	3	2	2
Forum	Bjorn Leines 156	Pro Challenge	3	2	2	2	3
Forum	Jeremy Jones 157	Pro Challenge	3	3	2	2	2
K2	TP 159	Pro Challenge	3	3	2	2	2
Sims	FS750	Pro Challenge	3	3	2	2	2
Sims	FSR750 KW	Pro Challenge	2	3	3	2	2



BOOTS

These boots aren't made for walkin'. They're made to give you the advantage you need to become number one in the world. Before choosing your footwear, consult the table here to see what you're getting.



BOOTS COMPARISON TABLE

SPONSOR	NAME	RIDER STATUS REQUIRED	SPIN PTS.	BALANCE PTS.	JUMP PTS.	SPEED PTS.	SWITCH PTS.
Burton	Moto	Local	—	—	—	—	—
DC	Ace	Local	—	—	—	—	—
Forum	Expo	Local	—	—	—	—	—
K2	Eclipse	Local	—	—	—	—	—
Northwave	Solo	Local	—	—	—	—	—
Ride	Base	Local	—	—	—	—	—
Sims	RC400-1321	Local	—	—	—	—	—
Burton	Ruler	Shop	—	—	—	1	—

continued →

BOOTS COMPARISON TABLE - cont.

SPONSOR	NAME	RIDER STATUS REQUIRED	SPIN PTS.	BALANCE PTS.	JUMP PTS.	SPEED PTS.	SWITCH PTS.
DC	Response	Shop	—	—	1	—	—
Forum	Park	Shop	—	—	—	—	1
K2	Firebird	Shop	—	—	—	1	—
Northwave	Static	Shop	—	—	—	1	—
Ride	Nova	Shop	—	—	—	1	—
Sims	RC600-1311	Shop	—	—	—	—	1
Burton	Zone	Pro	1	—	—	1	—
DC	Eris	Pro	—	—	—	1	1
Forum	Team (Navy)	Pro	—	1	1	—	—
K2	Guide	Pro	—	—	—	1	1
Northwave	Focus	Pro	1	—	—	—	1
Ride	Matrix	Pro	1	—	—	—	1
Sims	RC600-1312	Pro	—	—	1	—	1
Burton	Driver	Superstar	1	—	1	1	—
DC	Revolution	Superstar	—	1	1	—	1
Forum	Team (White)	Superstar	—	1	1	—	1
K2	T1-HB	Superstar	1	—	—	1	1
Northwave	KJ	Superstar	1	1	—	—	1
Ride	Storm	Superstar	1	—	1	—	1
Sims	RC900-1301	Superstar	1	—	—	1	1



BRIGHTON 1



CHALLENGES: 13
RANK TO RIDE: 126
SPONSOR LEVEL: LOCAL

Brighton 1 is a great course to learn the basics and a fun place to return to once you've mastered the skills that pay the bills. The course offers two runs—Majestic and Hawkeye—both offering boarders massive points. Stick to Majestic if you want big air combos, but if you're looking for some grinding action, look to Hawkeye.

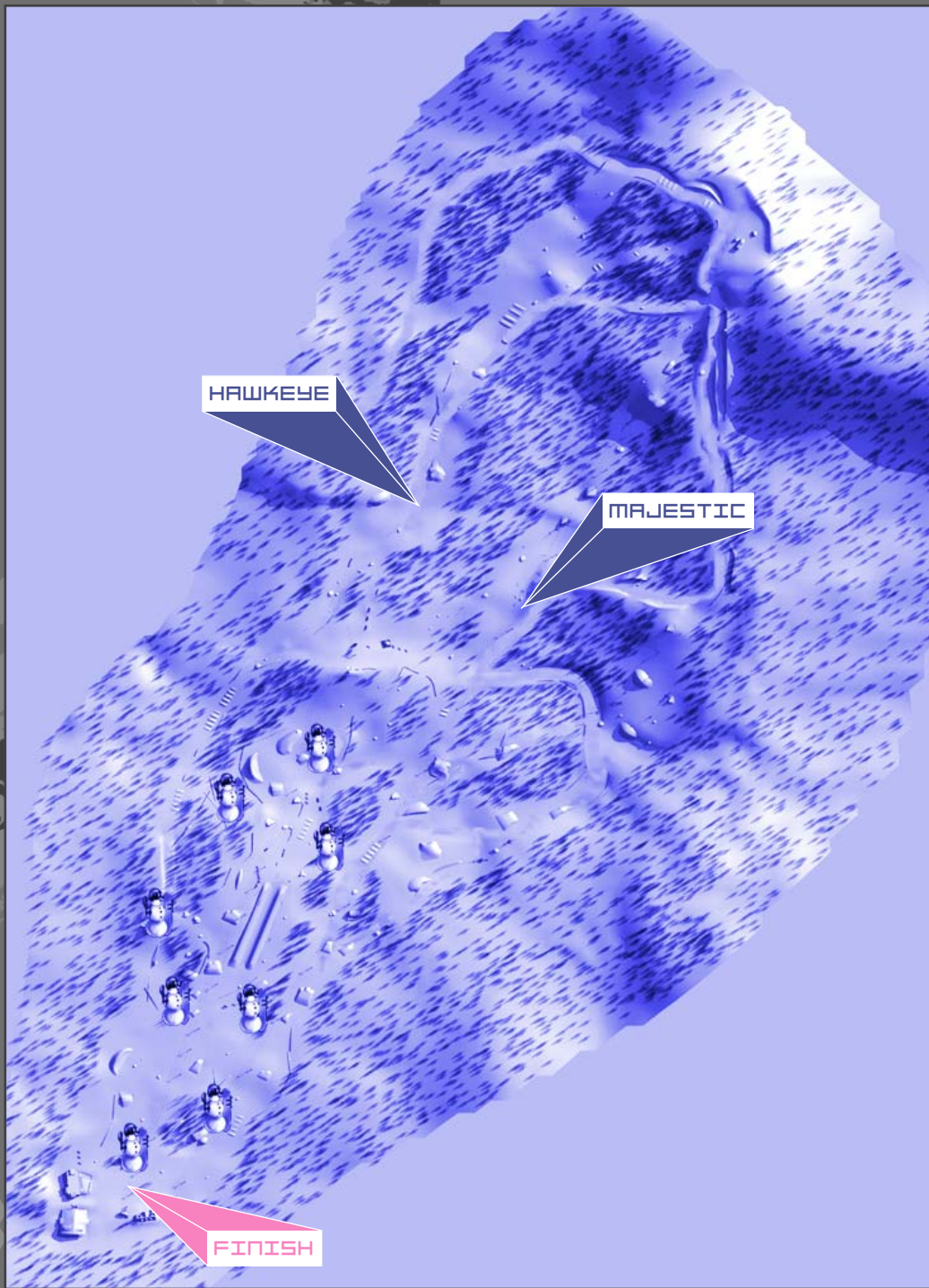
HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

- 1 - 15,000
- 2 - 30,000
- 3 - 60,000

MEDIA:

- 1 - 10,000
- 2 - 20,000
- 3 - 40,000



HIGH SCORE CHALLENGE

You have two runs to choose from to beat the three High Score challenges. It's easiest to crush them from Hawkeye, because that level is longer and provides more rails to combo into big points.



Begin the Hawkeye run by launching off the first jump to the left, then land on the rail below to grind for a few thousand points. When you're about to run out of rail, jump off and grind the second rail in the path directly ahead of you.



As you continue down the hill, there's a series of rails and logs to grind. The more flair you use when mounting and dismounting the grinds, the more points you accumulate.

Start with spins, both on and off the grind. As your timing improves, attempt to land flips for some serious scoring routines. Look for the long log to your right to grind, spin, and flip to high-score heaven.



After leaping off the long log, position yourself to the left of the rollers, and grind along the other long log on the left. As you jump off the log, cut through the forest to the left to find another series of long logs. Grind from one log to the next to rack up an incredible number of points.



Hop off the last log and continue cutting through the forest to the left. At the end of the trees, you encounter several ramps that you can flip and twist off of for big scores. Head straight down the remainder of the mountain, and take advantage of every kicker to launch into orbits that will give you enough points to beat all three High-Score challenges.



MEDIA CHALLENGE

Hawkeye is the mountain that serves up the High Score points, but head down Majestic if you're looking to beat the Media challenge.



Start down the hill avoiding the jump in front of you. Gear up speed for the first major ramp—it's coming up fast. Get enough air under you to perform multiple

tricks off this ramp. Try hitting a forward flip while performing various grabs to make the cameraman really happy.

Immediately after landing your big jump, grind across the two benches to the left, another hotspot combo with a cameraman waiting to snap your picture.



Head straight down toward the halfpipe and pull a trick off the right side to impress another cameraman. Veer right, jump off the kickers that are in your way, and head to the crescent-shaped quarterpipe

with the red line running across the top. Don't jump off of this structure. Instead, gain as much speed as possible while heading toward it, then grind up the edge and all the way across the top.

NOTE



Both runs on Brighton 1 enable you to experiment with and hone your skills. The Hawkeye run is perfect for practicing grinds and landing into grinds from various ramps and rails. The Majestic provides more wide-open spaces and more kickers and big-air jumps to use for tricks.

As soon as you slide off the crescent, hop onto the log in front of you to start a major grind combo. Grind from log to log, jumping the gaps between them to continue the grind. When you reach the final log, a cameraman snaps your picture, giving you the points for the last log and for the combined total of your grind.



SPONSOR 1: AERIAL TRICKS

After completing both the High-Score and Media challenges, you have the opportunity to impress a sponsor. Pleasing the sponsor increases your ranking points and gives you access to new lines of gear, including goggles, pants, and T-shirts.

The first sponsor you encounter wants to see aerial tricks. These include big jumps, flips, spins, and grabs. Start the run by jumping off the cliff in front of you, then simultaneously perform a couple of moves while in the air to really impress the sponsor. A Backside 540 does the trick.



As you land the first jump, immediately leap off another kicker. You don't get as much air as on the first cliff, but you can still perform an impressive trick like a flip or a Rodeo.



Gain speed down the hill, then jump off the next big hill in front of you. Continue forward, past the two houses to the left, then launch yourself off of the green jump with a back flip.



TIP



One skill you'll need to perfect right away is getting up to and grinding the ski lift. Some of the High Score challenges in the later levels are so daunting, this will be a major source of your point income. The Majestic course is loaded with mini kickers and jumps to practice getting up to these high places to score big.



Head toward the red jump, perform another big-air maneuver, then continue straight and launch off the yellow jump. As you slush forward, you encounter more jumps. Stick those, then speed toward the big jump to your right—the one to the side of the house. Use this jump to bust out your sickest moves, like a Frontside 540. By this time, the sponsor should be amped, and you just have to finish the run to get the goods.

SPONSOR 2: GRABS

Once you've collected the fast-food rewards from the first sponsor (you get a hot dog), it's time to impress Sponsor 2. This time you're dropped in a different part of the level, and your mission is to bust as many grab moves as possible.



Hit the first jump in front of you, and perform a 360 Nosegrab. Angle slightly right as you land to get in position for your next jump.

Square your boarder to take the jump with the yellow stripe straight on, then launch yourself off with a Stalefish.



After landing the second jump, speed toward the kicker directly ahead. Use it to hit an Indy into a back flip.



Go forward, using the half-pipe to pull a couple of grab moves. Then use the small kicker to sail over the blue fence while pulling another grab move.



Go straight, and hit the blue jump with enough speed to pull a double back flip with a Stalefish.



Your sponsor should already be loving you, but to seal the deal, finish off your run by veering a little to the right and heading toward the house. Ride the snow embankment up to the rooftop, launching yourself off the roof for the final grab trick of the level.



SPONSOR 3: RAILS

The third sponsor is the easiest one to impress. The run starts on Hawkeye, in almost the same spot where you began the High Score challenge.



Hop on the first rail you see, then follow the course down to where the Hawkeye course began. Grind the series of logs, then veer right instead of left to encounter additional rails and logs to grind.



Work down each grind, and throw in a few spins. Spins can make the difference between “cool” and “amped.”

At the bottom of the hill, grind the wall that surrounds the house to the right, which you learned about on Hawkeye.



PRO CHALLENGE 1: SHOP

Pro: Jason Murphy
Difficulty: 2
Number of Tricks: 6



In the Pro challenge, you follow a Pro rider down the hill, and try to outscore him on a move-by-move basis. If you fail to outscore him on four of the jumps, you lose. Jason Murphy steps up for the first challenge, but

you should easily beat him. The key is to start each jump from inside the colored circles. You must score the most points on the last jump, but even then you only need a trick worth about 3,000 points to win.

PRO CHALLENGE 2: PRO

Pro: Jordan Mendenhall
Difficulty: 4
Number of Tricks: 7



Once you reach Pro status, return to Brighton 1 and compete in the second Pro challenge. The first two jumps are the most difficult to pull off, because you need to hit moves worth over 13,000 points just to stay in the running. Try a double front flip with a grab on the first jump, and a double back flip with a grab on the second jump to outscore the pro.



PRO CHALLENGE 3: SUPERSTAR

Pro: Jason Brown
Difficulty: 10
Number of Tricks: 7



Even a Superstar boarder like you can be intimidated by the need for a 50,000-point trick to start your run. The easiest way to swing that many points is to jump up and grind the ski lift, then grind along the wire while doing nose and tail presses to rack up the points.



SNOW SUMMIT I



CHALLENGES: 13
RANK TO RIDE: 122
SPONSORSHIP: LOCAL

↑
Snow Summit 1 offers two quick courses: Miracle Mile and West Ridge. Miracle Mile offers a raucous run full of ridges to grind, and the cameramen make it perfect for the Media challenge. West Ridge features all the big air necessary to land the high score with little effort.

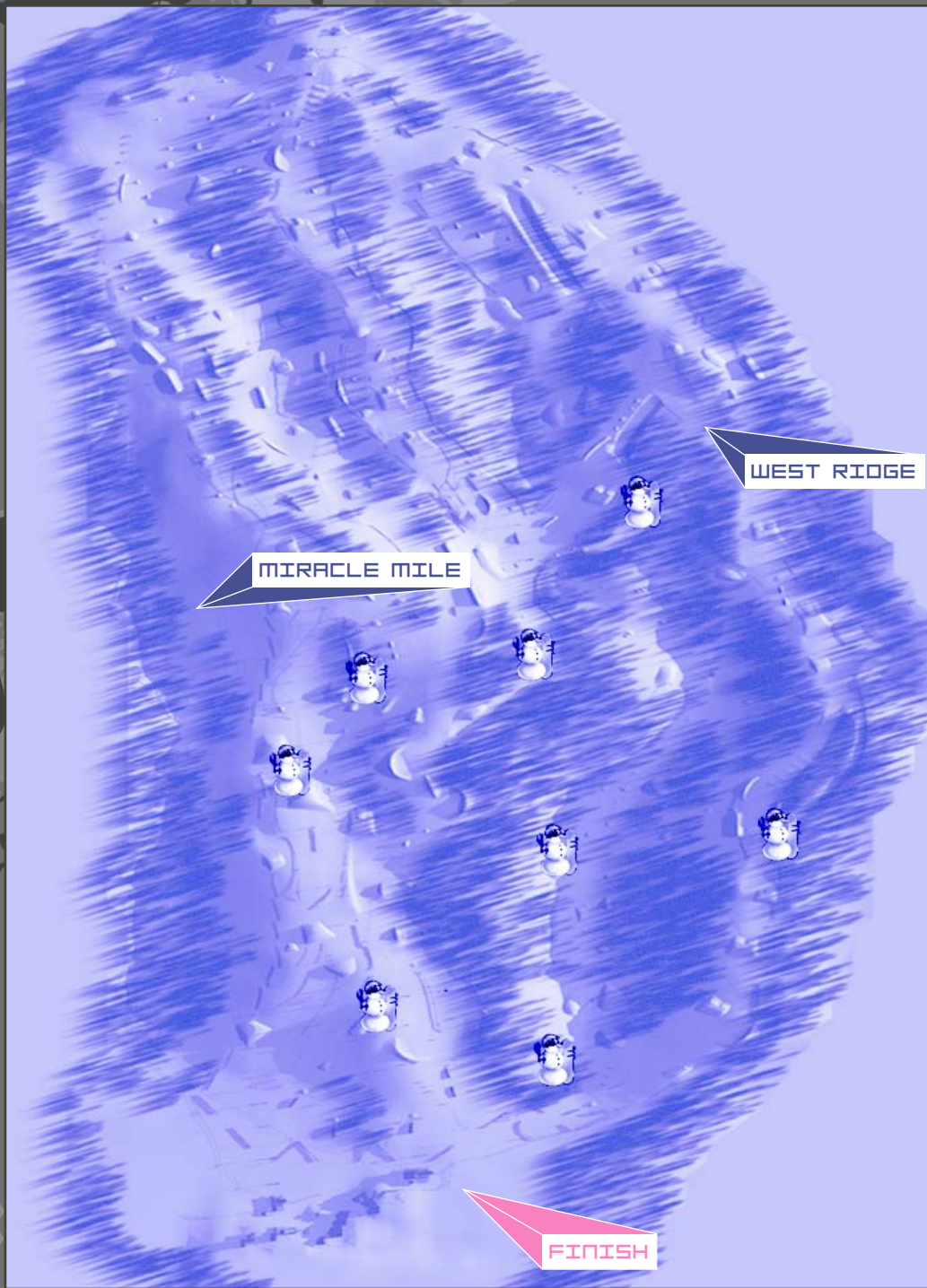
HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

- 1 - 20,000
- 2 - 40,000
- 3 - 75,000

MEDIA:

- 1 - 15,000
- 2 - 30,000
- 3 - 50,000



WEST RIDGE

MIRACLE MILE

FINISH

HIGH SCORE CHALLENGE

Select the West Ridge, and begin your journey by immediately heading down the path to the left. Build up as much speed as you can, and take the first jump.



Continue straight ahead to find big jumps to bag big points. Remember to vary your tricks from jump to jump to maximize your efforts and blow out your score. For exam-

ple, if you use a forward flip with a grab off of the first ramp, try using a spin and a grab off of the second. This is the fastest way to win the challenge.



As you're riding between ramps, pull some quick tricks off the kickers to add to your point total.



When you reach the end of the run, there are two objects to grind. Jump from one to the other to combo your points for a huge finish.

MEDIA CHALLENGE

The beauty of the Miracle Mile run is that you can score all of your Media points in two moves. As you start the level, ride past the first rail, then hop on the rail immediately following it to the right.



Grind the rail all the way around (or as far as you can before falling off) and you can reach scores upwards of 50,000 points.

Once off the rail, trick off the kicker to the right. Follow the path down to the yellow jump straight ahead, to the right of the S-shaped pipe. Hit the jump for major air and a major trick to boost your score beyond the necessary total.



If you fail to land either trick, don't give up. There are plenty of other cameras at the bottom of the hill.



SPONSOR 1: SPINS AND FLIPS

Now that you're climbing the ranks, sponsors want to see what you've got. The first sponsor loves spins and flips, and the course you're on provides plenty of opportunity to show off your big-air skills.

There's a nice-sized kicker directly ahead as you start your run. Use it to impress the sponsor early by hitting a quick spin or flip.



The second jump takes you all the way to the bottom of the hill. Avoid the trees to pull off a double front flip that greatly impresses the sponsor.



Ride along the bottom of the cannon, but don't ride down the middle on the icy surface—you'll miss most of the jump opportunities on both sides. Pick one side, and stick with it.



As you jump off the kickers, throw in some grabs with your spins and flips. The sponsors enjoy the more complicated tricks.

SPONSOR 2: BIG AIR

Once you've impressed the first sponsor, a second comes, eagerly anticipating your big-air maneuvers. Show him your goods, and he will reward you.



The course starts with a major jump. Pull off a double flip to start your run off right.

The key to catching big air is to release the jump button just as you reach the lip of each jump. This ensures that you get the maximum hang time, allowing you to land the sickest moves in the book.



What really catches this sponsor's eye are front and back flips. He likes double front and back flips even more.



All of the big jumps in this course are in a straight line. If you slip off the main path, work back. If you don't hit the major jumps, you can't impress the sponsor.



NOTE



Snow Summit 1 is a great place to sharpen your fundamental grinding skills as well as work on the more difficult grind/combo techniques, like jumping from rail to rail. The Miracle Mile provides you with row after row of rails and pipes that are perfectly lined up in successive fashion. Perfecting your grind/combo technique will greatly help you as you progress through the game.

SPONSOR 2: RAILS

The third sponsor doesn't mind a little bump and grind, which probably explains why he's a fan of rails. Keep in mind that speed isn't a necessity. Slowly and methodically grinding each rail helps you reach your goal.



At the start of your run, avoid the two enticing rails in front of you. Instead, head to the right of the second rail and grind the pipe.



At the end, hop from the pipe you're on and over a mogul to land on a long, wooden sawhorse for an awesome combo.

Proceed to the kicker directly in front of you, and then jump off of it while performing a spin to land on another sawhorse.



TIP



Land all of your big air tricks on rails for a big Combo bonus.



Continue straight until you find three pipes in a row. Grind each, tricking from one to the next.

TIP

If you have a need for speed, start the Miracle Mile course and head as far left as possible, without going out of bounds, to find a frozen lake. Along the lake's edge you'll find plenty of phat, juicy moguls to fly off of and nab huge points.

After dismounting the third pipe, veer left and use the kicker to hop onto the next pipe. Keep your composure; this is one long grind. Quickly alternate between grinding and spinning down the pipe.



TIP

Slow down! Rail scoring is based on time, not speed. To maximize your points, adjust your speed for the length of the rail. If you're not on the verge of falling off at the end of the rail, you're doing something wrong.

After dismounting the rail, grind the two Snow Summit signs and the final pipe to finish your run. Now sit back, bask in your own glory, and happily accept some corporate swag.



PRO CHALLENGE 1: SHOP

Pro: Travis Parker
Difficulty: 2
Number of Tricks: 6

Travis takes you on a little tour that features four small aerial jumps and two grinds. You need to jump from inside the circle that precedes each rail—otherwise, your trick won't count. Also, let the Pro get a good head start in front of you: if you pass him during the run, you won't be able to complete the next trick. This applies to the pro challenges from here on out.





PRO CHALLENGE 2: PRO

Pro: Jason Murphy
Difficulty: 4
Number of Tricks: 8



Jason takes you on a treacherous run where you follow his trail and deftly weave around trees and hit oddly angled jumps. The first three stunts are cake, but the fourth stunt requires you to closely follow his lead to avoid hitting trees as you plummet down a huge drop. At the bottom, quickly adjust to a switch stance to slow down.

Be mindful of the frozen lake that stretches down the middle of the run. Hitting it with speed results in an unfavorable outcome.



PRO CHALLENGE 3: SUPERSTAR

Pro: Kurt Wastell
Difficulty: 10
Number of Tricks: 12



The fourth, fifth, sixth, seventh, and twelfth jumps of this challenge are extremely challenging. You must also perform two modest tricks in rapid succession on a couple of quarter-pipes for jumps eight and nine. If you lose too much speed after the eighth jump, ride up to the lip of the ninth jump, then coast backward. This positions you far enough up the hill to gain the momentum to gather the points you need without being penalized. Apply this technique between the third and fourth jumps as well.



TIP



Always initiate aerials from a switch stance. This adds 30 percent to your score. But beware—you won't get as much jump or spin while riding switch unless you've put lots of points into it.

GUNNY'S GULCH

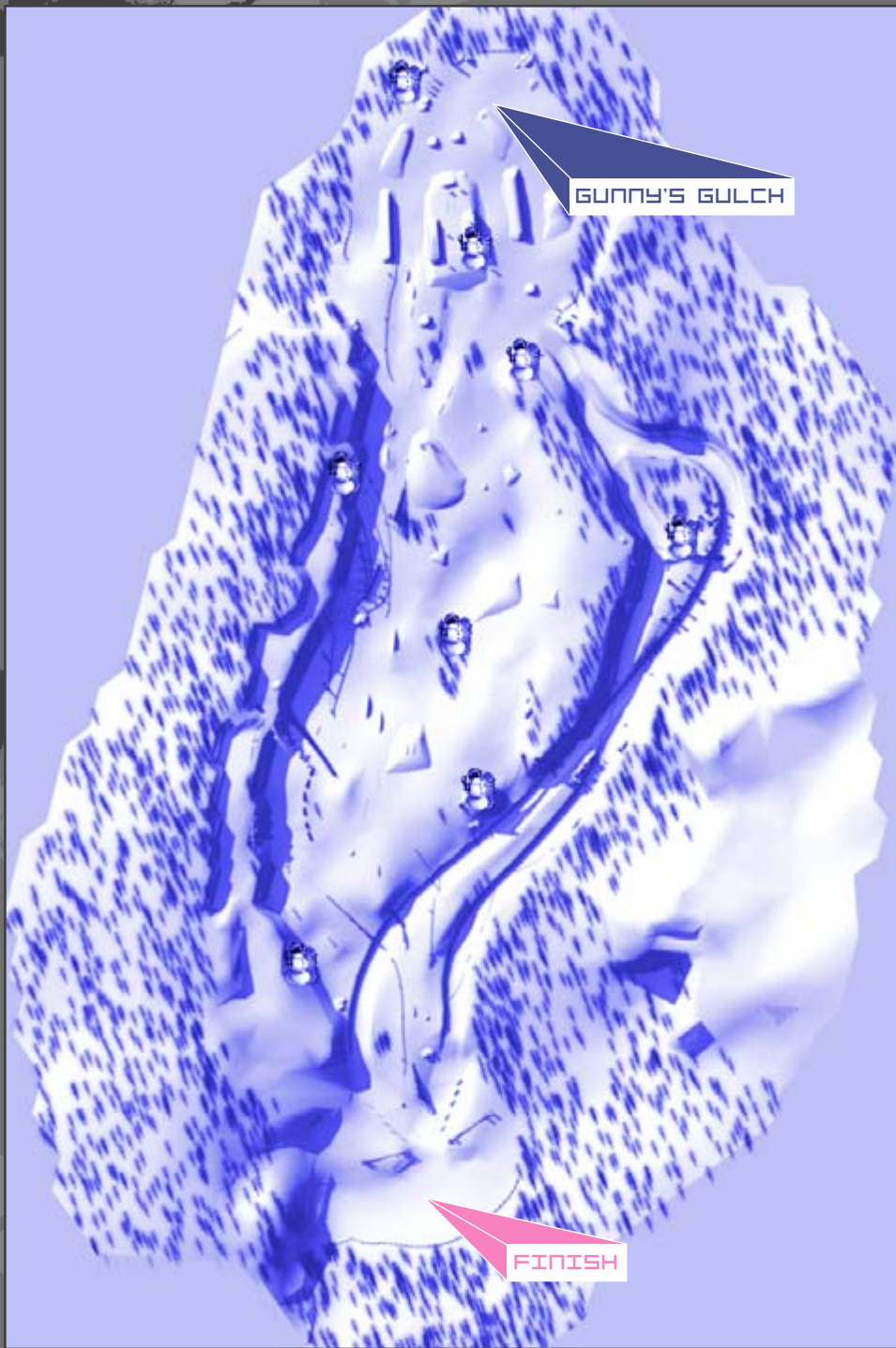
CHALLENGES: 7
RANK TO RIDE: 117
SPONSOR LEVEL: LOCAL

Gunny's Gulch is the first of three mini tracks in *Amped*. Instead of the normal 13 challenges, you only have to compete in seven. You must achieve one High Score challenge and one Media challenge (whose scores start out on the higher end), and impress one sponsor. This may be a bit daunting, but don't worry: there are plenty of rails to grind, jumps to grab huge air on, and two lengthy halfpipe paths to trick off of.

HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH
SCORE:
1 - 75,000

MEDIA:
1 - 50,000



➤ MEDIA CHALLENGE

This time, head toward the right side of the first mini halfpipe and around two moguls as you start your run. There's another mini pipe directly in front of you.



Grind the right side of the pipe, riding it all the way to its end. After you dismount, head right, avoiding the big-air ramp, until you reach a long, fat pipe.

Grind this pipe, adding as much flair as possible. When you reach its end, veer right, and pass under a rock arch. Grind the six green tables in succession.



After grinding the final table, notice the huge pipe directly in front of you. If you still haven't scored enough points, hop on it and take a ride.



Add a big finish to the last part of your run by tricking off the end of this pipe, over a section of halfpipe, and into another grind. Now sit back and receive praise.



➤ SPONSOR 1: HALFPPIPE



The Gunny's Gulch sponsor is a huge fan of halfpipes, which is only fitting since the course is packed with pipes from beginning to end.

When you come to a split in the halfpipe, it doesn't matter which side you choose. Go with the flow and continue tricking when you reach the top.



TIP



Maintain your speed! Make sure you've got plenty of speed before attempting a trick.

The best moves to impress the sponsor are flips, spins, and Rodeos. Pull off as many moves as possible as you ride up and down each side of the halfpipe.





When you launch into the air, perform as many grabs as possible, then hold your last grab as long as you can before hitting the ground. Save your grinds until the end of the run. If the sponsor wavers, bust out some basic grinds to turn the sponsor amped.

**TIP**

The surest way to lose speed in the halfpipe is to turn too sharply up the halfpipe wall. When you're starting out in the halfpipe, don't cut insanely back and forth. Head downhill, get some speed, then turn shallowly up to the lip while holding 1. Release 1 just before the lip for maximum pop. With practice, you'll learn how sharp you can turn without losing speed.

PRO CHALLENGE 1: SHOP

Pro: Mitch Nelson
Difficulty: 2
Number of Tricks: 4

This might be the easiest challenge in the game. There are only four tricks, and you can crash three times and still pass the level. You only need to land *one* trick to move on. On top of that, all four tricks are extremely simple, because you can perform the simplest jumps and still beat each of

**PRO CHALLENGE 2: PRO**

Pro: Mitch Nelson
Difficulty: 2
Number of Tricks: 6



Your boy Mitch is back, and he's as easy to beat as ever. There are only six tricks in Mitch's bag, and the only one that causes you problems is the fourth one. It's a grind, and although hopping up on the pipe is easy, you need to grind the pipe all the way to the end. Otherwise, you won't be in position to hit the next two jumps, which could be costly if you didn't hit all of your initial maneuvers.

**PRO CHALLENGE 3: SUPERSTAR**

Pro: Mikey LeBlanc
Difficulty: 10
Number of Tricks: 9

The first two Pro challenges on Gunny's Gulch are a piece of cake, but the third is quite difficult. The tricks are hard to pull off because all of the jumps come in quick succession. If you jump too far on one, you miss your takeoff point for the next trick.

After you get the timing down, it's trick five that takes the most time to complete. Grind a pipe on the side of a mountain, quickly jump off, then hit another trick. If you don't grind the pipe all the way around, you'll fall down the mountain. There's no way to get back up there, so this mistake ends your run.



BRIGHTON 2



CHALLENGES: 13
RANK TO RIDE: 114
SPONSOR LEVEL: SHOP

Welcome back! For your second round on the Brighton mountain, you're in a light snowstorm. Don't worry though; your visibility isn't hampered. You're dropped higher up the mountain than you were the last time you were here, meaning there's more land and more hot spots to use for tricks. Plus, there are three more runs, giving you plenty of options to generate killer scores.

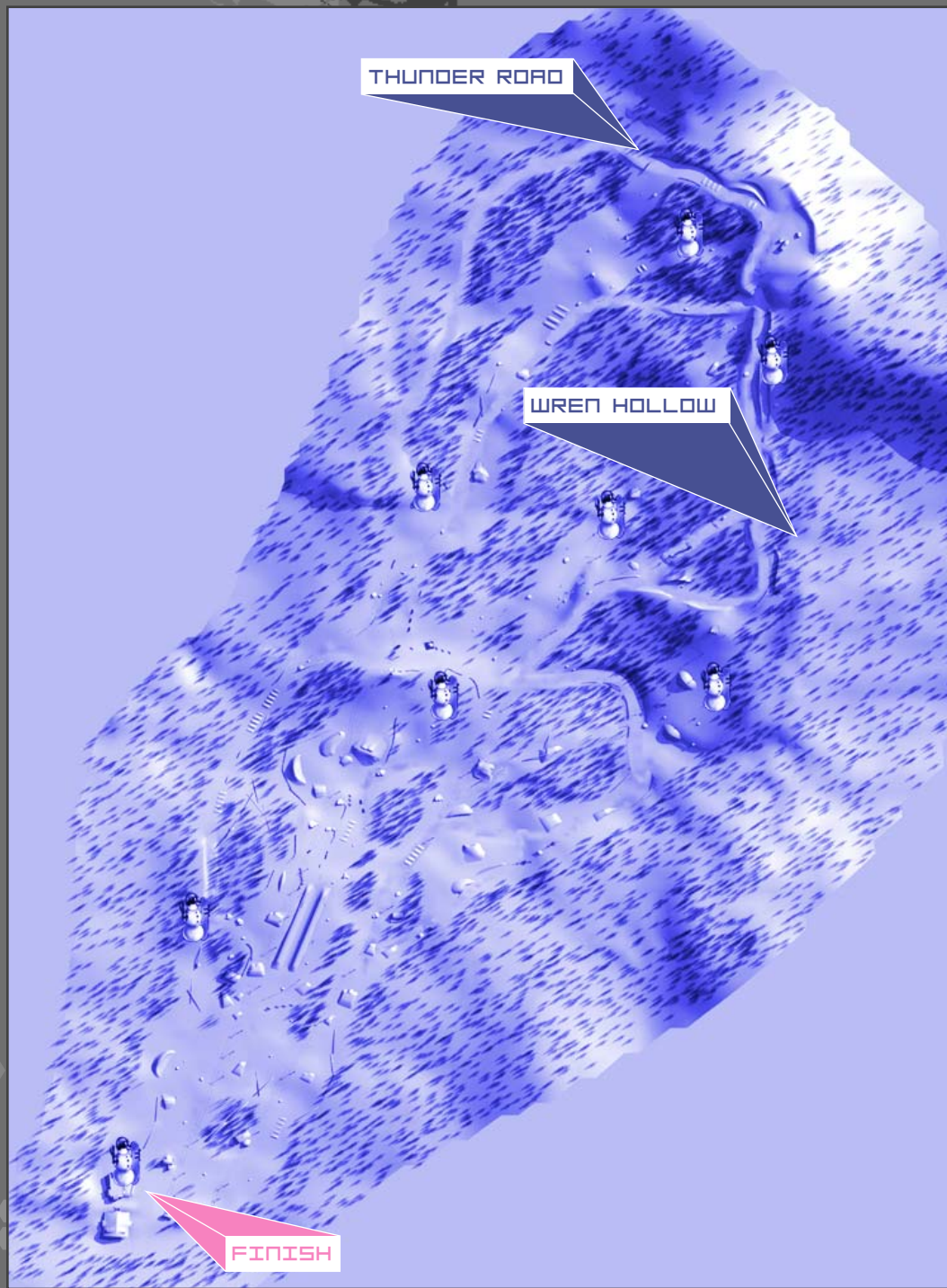
HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

- 1 - 55,000
- 2 - 95,000
- 3 - 175,000

MEDIA:

- 1 - 30,000
- 2 - 60,000
- 3 - 120,000



↑ HIGH SCORE CHALLENGE

Crest Express is the easiest course to break the High Score mark. The run is packed with big jumps and plenty of grinds. Use the jumps to get up on the ski lift, then grind your way to some of the most unbelievably high-scores of the game.



When you start, stay to the left and follow the course directly underneath the ski lift for your best chance to score big points.

To get on the ski lift, use a kicker to launch yourself toward the highwire, then spin so your board is perpendicular to the wire. This enables you to get better balance as you land and start your grind.



TIP

To balance, use **L** and **R** when on a rail. Learn to jump off rails when you're about to fall—it's better to cut that jib short and collect the points you've got than crash and lose everything



If you fall off the ski lift, don't worry. There are plenty of opportunities to get back up there. As you go down the hill, keep your eyes peeled for kickers and jumps that are

below the wires. Gain as much speed as possible as you approach the jump, then spin back to the top of the lift.

As you work down the course, Crest Express turns into the Majestic course you rode in Brighton 1. Use some of your old tricks to shoot your score to outrageous heights.



↑ MEDIA CHALLENGE



If you're looking to score points with the paparazzi, head to Wren Hollow. All of the major jumps and rails are surrounded by photographers waiting to make you famous.

Gain as much speed as you can when you start the run, then launch off the cliff straight ahead for your first major score. Land on the tree below to combo your jump into a wicked grind.



After grinding the tree, cut left and jump the kicker for another chance at major points. After you land, jump on the log to your right, and grind it for as long as you can.

Continue heading straight, and jump off the ramps in your path. Save your best tricks for the ramps with the photographers to maximize your score.



There are many ramps toward the top of the mountain, so make sure you get as many points as possible. When you reach the bottom of the hill, the course turns into Majestic, and photographers are scarce.



After passing the house, turn left to grind the last major log. Jump, spin, and grind to win the Media challenge.

SPONSOR 1: SPINS AND FLIPS

With so many kickers on Brighton 2, it's natural that the first sponsor would want to see spins and flips. As you speed down the hill, use every inch of the hill to your advantage by tricking big off the jumps and using the kickers and bumps in the snow to pull smaller spins and single flips. This goes a long way toward impressing the sponsor.



In addition to spins and flips, the sponsor wants to see multiple tricks and tweaks while you're in the air. This is the first sponsor who throws a fit if you don't give him what he wants.





Even though the sponsor likes both spins and flips, concentrate more on flips if you want to get him amped. Double front and back flips are his favorites.



When you're flying down the hill, don't jump into the forest area. Jump straight so you can land on the path. Otherwise, you might crash headfirst into a tree.



SPONSOR 2: OFF/AXIS TRICKS



Even though the course starts with plenty of trees to grind, the sponsor isn't too impressed by anything that doesn't make you spin or flip off/axis.

TIP

Thankfully, Brighton 2 is simply a longer version of Brighton 1, which means the killer lines you learned before will also work this time around. Plus, any added tricks you learned from the pros or new techniques you picked up flying around the other courses will certainly come in handy.

To perform an off/axis trick, gain plenty of speed and hit kickers and jumps that will give you big air. As soon as you reach the lip of the jump, press either **△**, **□**, **○**, or **×**. Avoid tweaking the sticks too much, or you'll spin out of a successful trick.



As you begin your run, avoid grinding the tree branch sunk into the huge hill in front of you. Instead, use the hill as a jump to get the sponsor's attention.

When you land, head toward the left path and go for the red jump. As you land, head toward the green jump, and angle your board to your right. After landing your trick, continue under the ski lift and look for the smattering of kickers and jumps.



Avoid performing any grind tricks until you come across four logs in a row. Trick and grind along the wood, making sure you hit every log, to heighten the sponsor's enthusiasm.



After performing the grind, quickly cut right. There's a jump next to the A-framed house. Mix in two or three grabs and tweaks as you fly through the air. This is your last opportunity to go big before the run ends.



SPONSOR 3: TWEAKED GRABS

During this run, you board down the mountain in a straight line, almost directly underneath the ski lift. When you're pulling your big moves, avoid whacking yourself against the ski lift wire. Also avoid grinding the wire. Although it's a great way to rack up points, it's not a great way to impress a sponsor looking for tweaked grabs.



One tweaked grab at a time isn't enough for this sponsor. Launch into the air, then pull multiple grabs as you spin and flip.

The course is long, so don't get discouraged if the sponsor is bored halfway through your run. You can impress him with big jumps later.



On the other hand, if you're having a spectacular run, remember that there's still plenty of course to go. You must hit your tweaks all the way down the run to pass the level.



PRO CHALLENGE 1: SHOP

Pro: Mikey LeBlanc
Difficulty: 3
Number of Tricks: 11

The tricks you need to beat aren't particularly difficult, but the sheer number of them (eleven) leaves little room for error. The course goes from short jumps to grinds, then back to jumps. The seventh trick is the only one that might give you problems, because you need over 10,000 points to succeed. Try a double front flip with a tweaked grab to beat the score.



PRO CHALLENGE 2: PRO

Pro: Jordan Mendenhall
Difficulty: 5
Number of Tricks: 10



As you start the second challenge, exactly follow Jordan Mendenhall's line as you approach the first jump. If you take off too far to the right or left, you won't be in position to start the second trick. Be prepared for Jordan's fifth trick. The score to beat exceeds 20,000, so bust a double flip, a spin, and a tweaked grab to succeed.



PRO CHALLENGE 3: SUPERSTAR

Pro: Travis Parker
Difficulty: 10
Number of Tricks: 12



Travis Parker is no joke. On the second trick, you need over 60,000 points, and there are 10 more tricks after that. To beat the second trick, grind the tree branch, then jump down and grind the ski lift. The ski lift also comes into play for the insane sixth trick, where you must jump off a kicker and grind along the top of the lift. Doesn't sound too bad, but there's so little room to jump, your launching point must be perfect. The level closes with a long log grind, so use nose/tail presses to raise your score and teach Mr. Parker what being a pro is all about.





STRATTON 1



If you've been waiting to conquer a treacherous hill, this is your first test. Stratton 1 is steep, which means you'll be flying at breakneck speeds. Plus, there's a nasty snowstorm going on that severely hampers your vision. The key to success is learning a good, straight run and sticking to it.



HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

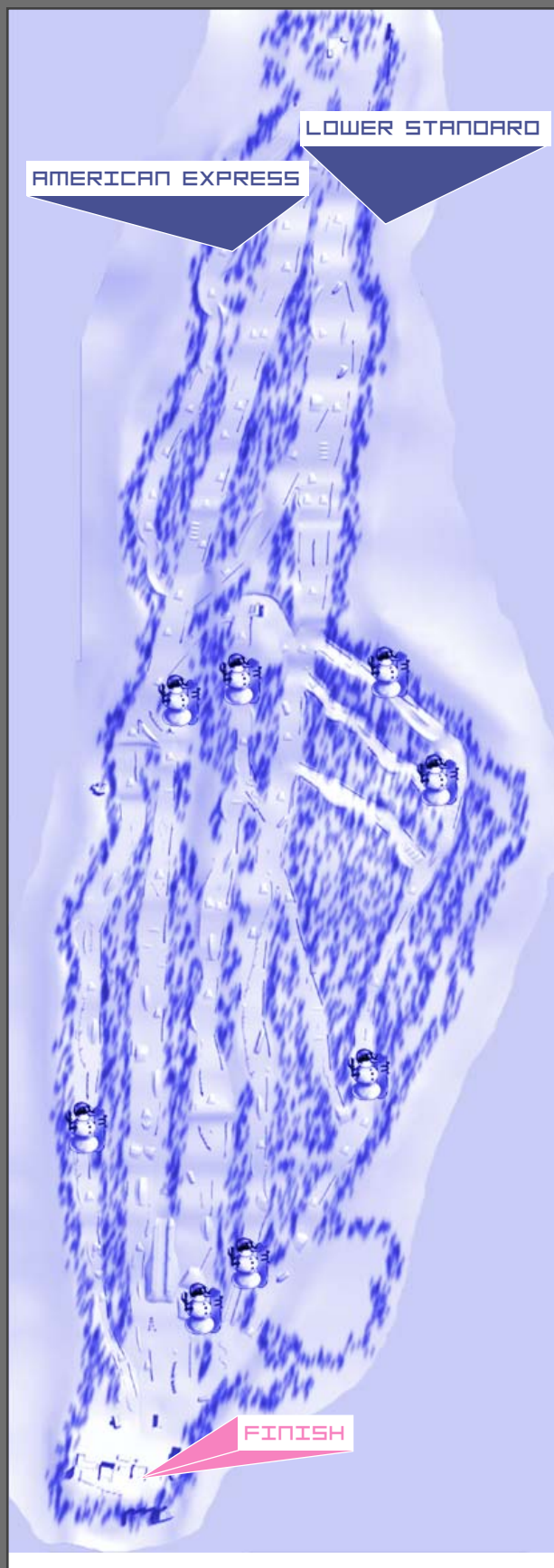
- 1 - 60,000
- 2 - 110,000
- 3 - 200,000

MEDIA:

- 1 - 30,000
- 2 - 60,000
- 3 - 120,000



CHALLENGES: 13
RANK TO RIDE: 105
SPONSOR LEVEL: SHOP



↑ HIGH SCORE CHALLENGE

To get your juices flowin' and your score goin', start off on the Lower Standard run. Head right and grind the long pipe immediately in front of you. As you dismount, you're in position to grab some big air and big points.



As you land, you see the path split. Keep boarding to the right, and grind one of the two pipes in your way. After you finish your grind, look for another pipe straight ahead.

After completing your grind, veer right, toward a kicker. Trick off it onto an elevated rail, and grind accordingly. If you can keep it going, you can hop from this pipe onto another pipe.



If you really have skills, hop off the second pipe onto a third pipe. That's when you bag the big combo points.



Whether you grind the third pipe or not, keep going straight toward the next kicker. Position your board so you'll jump off the kicker to the left, and then look for a pipe below you to land on top of and grind. If you fall short of your target, hop onto the pipe from the ground.



Keep going straight down the hill, through a half-pipe. Trick through the halfpipe, and as you exit it, look for two consecutive S curves to grind. If you're still short on points, veer to the right to find two more jumps and two more grinds.



↑ MEDIA CHALLENGE

The American Express is the most fruitful run on which to pose for the paparazzi. Head to the left from the start to find a kicker and a photographer. With the right moves, you can score upwards of 40,000 points.





When you land, continue forward, building up speed. In the distance, you see a hovering camera icon above the next pipe you need to grind.



As you come to the end of the pipe, hop off of it and onto an S-shaped pipe to continue your grind and rack up a big combo score. Now smile as the camera goes "click".

As you dismount the S-shaped pipe, push or to build momentum as you cut through the trees to your right. Now head up the snowbank directly in front of you, and prepare for another grind.



Cut back through the trees, now on your left, toward the next camera position. Jump off the yellow jump, and land on the ski lift or the rail directly below. Either way, you score big.



Continue straight down the hill, grinding rails and hitting jumps as they come. If you're approaching the bottom of the hill and you still need more media points, head right to find a few more photographers.



SPONSOR 1: RAILS

You're in a familiar spot, just below the drop point from the Lower Standard run. To get the action started, utilize the kicker directly in front of you to launch up to the ski lift.



As you dismount from your lofty position, follow the same path as you did during the High Score challenge. There are plenty of rails to grind as you plummet downhill.



TIP

While boarding your way through the level, keep an eye out for snowmen strategically placed below, around, and on top of various pipes and rails. Even though you have each snowman location marked on the map, they may be tricky to find if you don't know exactly where to look.

Now that you're progressing as a boarder, sponsors are getting pickier. To keep this sponsor happy, only perform grinds, and avoid the temptation to perform aerial tricks—you'll only make him mad.



Every time you're dismounting a rail from a grind, especially rails that are suspended high above the ground, throw in a flip trick and a grab to add more flair to the end of your grind.



Keep in mind, too, that if you haven't gotten the sponsor amped, you have a chance to redeem yourself at the bottom of the mountain to the right. Don't give in until the sponsor signs the check.



SPONSOR 2: SPINS AND FLIPS



Get your run going by hitting the kicker slightly to your left, and busting a front flip with a tweaked grab.

As you land,

immediately set up for another jump, and this time cap it off with a spin and at least two grabs.

Next, grind the pipe to your right and add flair to your dismount with a tricky spin. Make sure your rotation is perfect so you can set up to land on a pipe just beyond the one you were on.



After hopping off the second pipe, head straight and crouch to pick up speed. Trick off the next snow bank, making sure you land to the right of the sponsor banners below you. Throw up a back spin and a different grab to keep your trick variety fresh.



As you land, notice another snowbank directly in front of you. Hurl yourself off the bank and prepare to land in a grind on the pipe below.



After your dismount, keep your course steady all the way down the hill. You encounter plenty of pipes and grindable surfaces that enable you to grab huge air off

dismounts—key for when you're attempting big-money spins and flips.

As you reach the bottom of the hill, find a healthy surplus of jumps to grab big air. Make sure you still have fresh tricks up your sleeve to finish in style. It's put up or shut up time.



TIP

Sponsors are fickle. You'll never impress them with small tricks. Most sponsors hate small tricks and will give you the big thumbs down for 'em. So save your energy and focus on big air and big rails.

SPONSOR 3: RAILS-NOSE/TAIL PRESS

This is one of the hardest sponsors to impress, because the required grinds are tough to do, especially once you're into the heart of the run. Stay calm, cool, and collected, and keep your speed constant.



To bust a Nose Press, position your board lengthwise on the rail or pipe, and gently press Δ or ∇ . To perform a Tail Press, press back on either the stick or pad.



As you head down the hill, utilize the kickers and jumps to combo big aerial maneuvers into wicked grinds. Since you don't have to land in a Nose or Tail Press, you won't make the sponsor angry—he'll still be impressed with your skills.



While performing a Nose or Tail Press, avoid rapidly spinning your boarder in circles. If you lose your balance and fall off, you put the sponsor to sleep.

PRO CHALLENGE 1: SHOP

Pro: Bjorn Leines

Difficulty: 4

Number of Tricks: 6

Bjorn starts off hot, performing the two most difficult moves first. You need to score about 10,000 points on each of the first two jumps, but if you hit these, the rest of the run is a snap. One thing to watch out for, however, is the final jump. The kicker is hard to see in the swirling snow. Wait until you see your boarder elevate in the circle, then bust some flips to send Bjorn packing.



PRO CHALLENGE 2: PRO

Pro: Jason Brown

Difficulty: 6

Number of Tricks: 13

Unlike Bjorn's challenge, Jason Murphy brings a lot of skill to his 13 tricks. You need to hit rails, big air, spins, and flips if you want to beat Brown at his own game. When you reach the fourth trick, grind along the right pipe instead of the left one to set up a better shot at completing the next jump. Otherwise, you'll be out of position, and possibly out of chances to continue the run.



TIP

Crooked nose and tail presses give huge points, but are also risky because they're so hard to balance.

PRO CHALLENGE 3: SUPERSTAR

Pro: Bjorn Leines

Difficulty: 10

Number of Tricks: 12

Think you're the king of the grind? Here's your chance to show it. Bjorn's back with 12 tricks to test your skills, especially when it comes to riding rails. The key is to hit each rail with a spin, and dismount with a flip. Also, to beat most of Bjorn's scores, you need to jump from one rail to another, hitting a combo for some much-needed bonus points.



ALTIBAHN I



CHALLENGES: 13
RANK TO RIDE: 95
SPONSOR LEVEL: SHOP

The Altibahn mountain range is a vast, open, white terrain, featuring plenty of natural snowbanks and moguls, and a few branches to grind. There's also one massive drop into a narrow—it does wonders to your score. The strategy here is to bust spins, front flips, and back flips where there's seemingly nothing to trick off of. Only by stretching the boundaries of your boarding imagination will you win on this course.

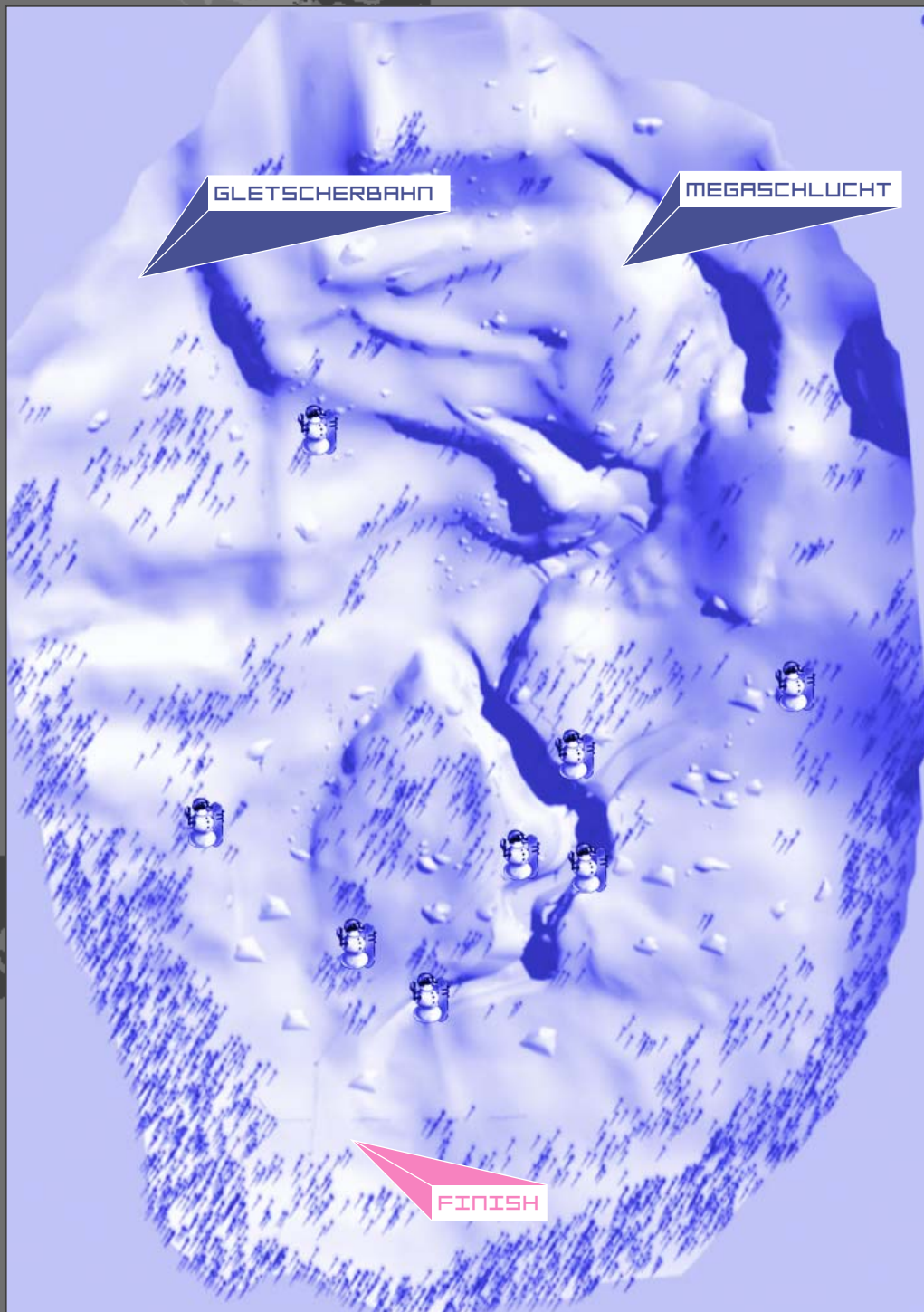
HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

- 1 - 60,000
- 2 - 110,000
- 3 - 170,000

MEDIA:

- 1 - 30,000
- 2 - 50,000
- 3 - 100,000



HIGH SCORE CHALLENGE

Start your run on the Megaschluct; Gletscherbahn doesn't have much to offer. As you head down the hill, pull off a few 360's and front flips before you board to the first cliff. You need all the points you can get in this level, so start off with some simple moves to get you going.



Grind the two tree branches directly in front of you, and ride them up over the cliff. Combo that grind into another grind on the branches sticking out over the snow. From there, leap off the branch

using flips and grabs to score serious points in just the first few seconds of the run.

Pick up speed as you head toward the first kicker. Bust a sick move, then continue picking up speed as you approach another tree branch sticking out over a cliff.



TIP

While you may not find a whole lot of kickers to grab huge air off of while boarding through the Gletscherbahn run, you can find a fair amount of lonely tree branches protruding from the ground to grind. While you won't be able to achieve huge points, you can still nab a few the hard way while making your way back to a more fruitful part of the mountain.

Grind the branch, then make one of the biggest jumps in the game as you fly down into the bottom of the cavern. This is a premiere opportunity to score tens of thousands of points in one move, so make it count. The more flips and spins you can pull off while falling, the higher your score.



Once inside the cavern, look for anything to jump off of, and we mean anything. You can even ride up and down the side of the mountain while spinning to earn cheap points.

As you finish the run, build up speed for the final jump. But as you land, make a quick turn to the right before finishing the level. If you still need points, ride up the small embankment on the right, and grind the fence. This is your last chance to score major points before calling it quits.



MEDIA CHALLENGE

The key to completing the Media challenge is to pull off one of the first tricks you did to get the high score. It's the trick where you grind the tree branches over and off the cliff, then spin through the air to collect massive points, and praise from the cameramen and anyone else in the room with you as you play.



Upon landing from the first jump, cut immediately up the hill to the left, and leap off the embankment, catching a cameraman's lens.



Continue straight ahead toward the next cameraman, and jump off the kicker to score again. Then crouch to gain some speed—the next jump is a big one.



TIP

When jumping from the mountain into the cavern below, be sure to get enough air to perform a Triple Front Flip. Not only will you impress your friends, you'll impress the photographer hanging around to snap your picture, which will end up as a huge kicker to your Media Challenge score.



Launch off the cliff and spin down to the cavern below. Once in the cavern, follow the path, and trick anywhere you see a camera icon.



At the end of the run, there's one final jump with a cameraman nearby. Hit your best aerial maneuver to win the Media challenge.

SPONSOR 1: BIG AIR



The sponsors know the courses, and knowing the massive jumps in Altibahn, the first sponsor wants to see only one thing—big air.

This sponsor is one of the pickiest in the game. If you perform a trick he doesn't like, his enthusiasm drops tremendously, and it's sometimes difficult to get it back up to where you need it to achieve your goal.



Keep your run fresh to keep the sponsor amped. You don't need to vary things that much to keep him happy. If you hit a front flip with one grab one time, then a different grab the next time, that's enough variation for you to pass.



SPONSOR 2: OFF/AXIS TRICKS



Start the level by tricking off the large kicker in front of you. When you land, pick up speed, then jump off the medium-sized kicker in your path.

Continue heading straight, launching off the side of the cliff and up the hill to your left. Avoid the small kicker in your path—you can't get enough air to pull any spectacular moves, and the sponsor only gets angry if you perform moves that are not up to his standards.



Head straight toward the huge jump, and launch over it and onto the icy river below. There, you can achieve some of the highest speeds in the game. Use the speed to your advantage by launching high off of moguls, and pulling some super off/axis tricks.

If the sponsor likes your run so far, he's going to love the big finish. There are two huge kickers at the end of the course. Hit them with your best tricks to leave the sponsor feeling amped.



SPONSOR 3: TWEAKED GRABS



Jump the kicker directly in front of you as you start down the hill. When you land, continue straight ahead and hit the next jump to fly down the mountain.

As you move forward and leap off a third kicker, there's a split in the road. You can either go left through the canyon or right across the frozen river. We recommend the path to the right.



Stay to the right of the river, and jump off of each kicker as they come, varying each jump with a different tweaked grab.

The sponsor also likes long grinds along the tree branches, especially when you finish the grind with a big jump and—what else—a tweaked grab.



When you reach the end of the icy river, there are two kickers to jump. Make them count. They're your last chance to leave a lasting impression.

PRO CHALLENGE 1: SHOP

Pro: Gigi Rűf
Difficulty: 4
Number of Tricks: 7

Even though the icy river helped you in past challenges, it hurts you against the Pro. Avoid riding on it when facing Gigi. When you try to turn, the ice sends you skidding out of control, and can cause you to miss the next trick. Other than the ice, this Pro challenge shouldn't cause too many problems. With only seven tricks to perform, you only need to land four to pass the level, and the majority of the jumps are basic.



PRO CHALLENGE 3: SUPERSTAR

Pro: Jason Murphy
Difficulty: 10
Number of Tricks: 7



Compared to the other Superstar challenges, Jason Murphy doesn't seem so tough. The only difficult trick to pull off is the second jump, where you need to hit over 40,000 points and land a little off to the right to line up the third trick. To top it off, the run ends in the canyon where you've been in virtually all of the Altibahn challenges.

Finish strong with the tricks you know work in this area, and you'll take down yet another Superstar.



PRO CHALLENGE 2: PRO

Pro: Bobby Meeks
Difficulty: 7
Number of Tricks: 7



Although there are only seven tricks in Bobby Meeks' repertoire, he starts and finishes his run with insanely difficult tricks. The first two jumps require over 10,000 points each, and you must stick the third jump just right to nab 24,000+ points. As you're getting ready to lift off, mind the mountain walls. Releasing the jump button a little too early or a little too late can mean disaster.





SLOPESTYLE

The second mini-level in the game, SlopeStyle has some of the best action around. You can hardly move on this course without hitting a jump or a rail. And with everything packed so close together, it makes things a blast to turn jumps into grinds, then back into jumps for super-high-scoring combos.



HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH
SCORE:
1 - 180,000

MEDIA:
1 - 110,000



CHALLENGES: 7
RANK TO RIDE: 83
SPONSOR LEVEL: SHOP



↑ HIGH SCORE CHALLENGE

Your best shot at scoring big is hitting the Tenku slope. Start the run by tricking off the side of the first rock that's to the right. When you jump off the rock, fly back left to land on your initial path, then build up speed as you continue forward.



The second rock is straight ahead. Board up and over it using flips and grabs for one of the biggest scores on the level. Just because a rock doesn't have snow on it doesn't mean you can't use it as a jump.



As you continue forward, don't go flying too high off the third rock. There's a tree branch sticking out at the edge of the cliff. Grind it to add to your score.



Bounce off the next kicker to land on the icy river to the right. Ride down the right side of the river, and grind the first rail you see. This is a hot spot for combining rail slides because there is a series of grinds to combo, and they're all directly in front of you. You must time your dismounts so that you jump off one rail and land on another.



After riding as many rails as possible, continue riding down the right side of the course. You encounter three more jumps. Save your best trick for the final jumps, however. You

can pull a double flip and land the jump along a final rail to the left, finishing your ride with the maximum score.



↑ MEDIA CHALLENGE

To beat the Media challenge, stick to the Tenku course. There aren't enough cameras in the shorter SlopeStyle to get the job done. Tenku features more photographers, and a line where you only need to hit four main tricks to achieve the score you need.



Avoid the first few small kickers as you go down the hill. Instead, build your speed toward the giant rocks straight ahead—with the photographer sitting on top. Hit a jump off the smaller rock in front of the formation for major air, then perform a flip-and-grab combo to start the run off right.



When you land, continue to build momentum as you speed toward the jump with the tree branches. Spin over the cliff, grind the branch, then use spins and grabs before landing back on the snow.



The third trick is a jump off a yellow jump. Continue forward, and don't waste speed by jumping off anything without a photographer. Head down the path straight ahead. The yellow jump is a little bit to the left, but the path takes you directly to it. Take this jump with enough speed to bust one of your best tricks, and you should almost have enough for the highest Media score.



Cut right across the course, and ride down the icy lake. Before you reach the bridge, grind the two rails to the left, then combo those rails by jumping from the steel to the side of the bridge. Grind along the side of the bridge, while doing nose/tail presses, then finish the run.



SPONSOR 1: RAILS



The strategy here is to flawlessly combo from one rail to the next. If you can't accomplish that, you might as well pack up your gear and head for the ski lodge.



You start your run on the frozen lake, which immediately causes havoc if you're not careful. First board a few feet, then veer to your left and grind the long rail along the

embankment. Jump-spin off the end of the rail, then land on the bridge, grinding it to your right.

After dismounting the bridge, you're on the right side of the sponsor flag. Get on the left side by heading straight and looking for the yellow jump. Use it to hop over the flags and onto the rail on the other side.



The next portion of the run is where you make your biggest impression. As you're grinding the rail on the left side of the sponsor flags, notice the row of rails. Use your skills to combo from one rail to the next.



After grinding the last rail, cut across to your left, over the frozen river. This is the same rail-to-rail-to-bridge combo from the Media challenge. After grinding the bridge, take a quick left and launch off the green jump in front of you, making sure to land in a grind on the rail directly to your left. Now sit back and accept your praise.



TIP

If you're an exceptionally lazy boarder with no skills and little ambition, you can grab a cool 100,000-plus points using the slow-grind technique. Simply slow your boarder to a crawl right before you approach a low-lying pipe or rail, then hop up to it. Now just spin and grind in small circle as you gently inch your way across the pipe.



Pro: Kurt Wastell
Difficulty: 5
Number of Tricks: 8



Kurt wastes no time as he busts two tricks for 15,000+ points each, so go to your big bag early. Off the first jump, go for height, not distance—otherwise, you fly right by the second target. The rest of the run is fairly routine, although the fifth trick may cause some pain, because you need to grab at least 10,000 points off a low kicker. Keep in mind that the width of the course can be a detriment, especially if you can't control your boarder well enough to jump and trick in a straight line. Follow the pro's line as tight as possible.



PRO CHALLENGE 2: PRO

Pro: Janna Meyen
Difficulty: 7
Number of Tricks: 9



If you don't think chicks can go big, go home. Janna takes it to the house immediately. The second and third jumps require you to score big points off small kickers. The fourth jump she leads you to, up a cliff and off a tree branch, is the same line you learned in both the High Score and Media challenges, so you should be

well prepared to

beat the point requirement. Don't think Janna is all about big air, though—she'll also test your grinding skills toward the end of the run.



PRO CHALLENGE 3: PRO

Pro: Travis Parker
Difficulty: 10
Number of Tricks: 8



Travis starts you off right away with a grind that's difficult to pull off. Make sure you dismount leaning right.

Otherwise, you can't make the cut in time to cross the frozen lake to perform the next trick. In fact, be prepared to pull off three more hard tricks in a row. For trick number six, take the jump heading to your left. You need to go

toward a handrail to grind for trick number seven. Speaking of trick seven, try to grind the rail halfway, then do a quick hop with a tweak grab. You only have a small window of opportunity to hit trick eight. Luckily, it's an easy trick, which means you don't need a big score.





SNOW SUMMIT 2



CHALLENGES: 13
RANK TO RIDE: 75
SPONSORSHIP: PRO



Your first course as an official Pro rider, Snow Summit 2

features routines to reach both the High Score and Media challenges. Although this routine might sound simple, pulling it off can be quite difficult.



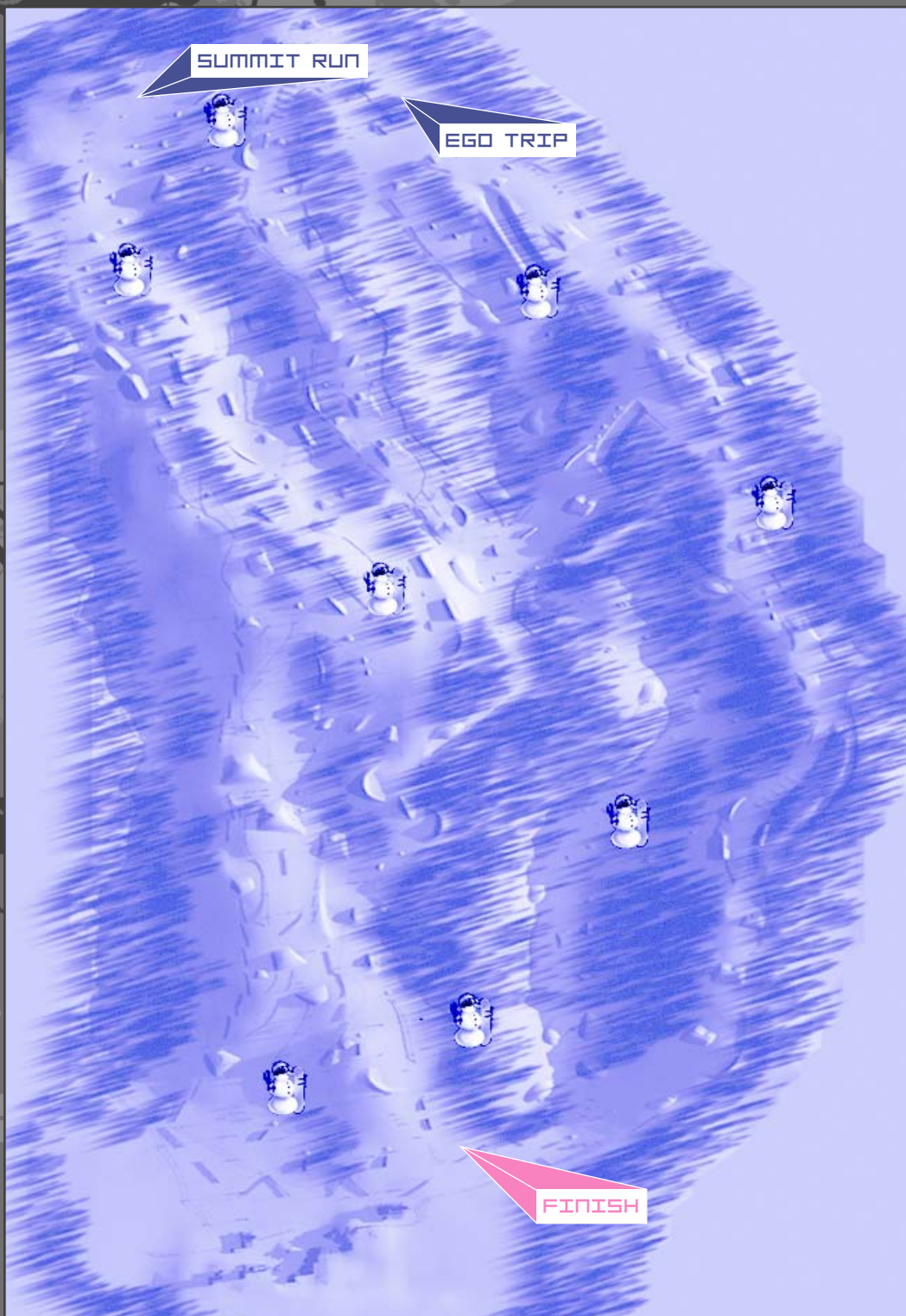
HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

- 1 - 160,000
- 2 - 260,000
- 3 - 350,000

MEDIA:

- 1 - 100,000
- 2 - 150,000
- 3 - 200,000





↑ HIGH SCORE/ MEDIA CHALLENGES

One move to satisfy both challenges might be unbelievable, but it's true...if you have the guts to try it, that is. When selecting the course, choose Ego Trip, then get ready for a wild ride.



When you start the run, there is a wide kicker directly in front of you. Gain speed and hit it at a slight angle facing right. Jump into the air with a spin, and land on the right-hand wire of the ski lift.



If you don't land the jump, start over. This is one move everyone playing the game should experience. It scores you an insane amount of points, and it really gets your adrenaline pumping the first time you land it.



When you get up on the right wire, grind down the course while doing nose/tail presses. Don't look down at the points accumulating—you might get so excited you choke.



TIP



You can pull off one of the hardest tricks in the game on the Ego Trip run. First, head to the left side of the course and pick up major speed, avoiding the first four or five jumps along the way. Once you've gained enough speed, fly off the next jump and perform a front flip. As you're straightening yourself out, immediately begin a back flip. You'll be credited for a front flip + 1 Late Flip combo, which can net you upwards of 50,000 points the first time around.



As you grind down the course, keep a close eye on your boarder's balance. If you feel like you're about to fall off the wire, it's better to jump off. Doing this gives you a better shot at landing.



Remember, if you don't land the jump, you'll lose your points. Also remember that the longer you grind, the more points you accumulate. Since there is a cameraman nearby, the grind counts for both the High Score and Media challenges.



SPONSOR 1: TWEAKED GRABS

You can earn free gear this sponsor. But he's so picky that you may pull one of the coolest tweaked grabs you've ever landed, and he'll still give you the thumbs down.



TIP

If you're looking for something to grind while boarding on Ego Trip, immediately head to the right side of the course. Not only will you find a grip of pipes and rails, you'll also find plenty of kickers, which you can use to launch your boarder into the air and land in a grind atop a ski lift.



The sponsor likes tweaked grabs, as well as big air. Lucky for you, there are plenty of big jumps for you to trick off of as you speed down the course.

When you hit a jump, hold the tweaked grab as long as possible before landing. This is imperative to please the sponsor.



The course is littered with areas to grind. You can't just grind a rail to get the sponsor amped, however; you need to dismount each grind with a tweaked grab to shoot the meter to a higher level.



TIP



The quality of your landing can drastically affect your score. To eek out extra points, make sure your board is lined up perfectly.

SPONSOR 2: HUGE AIR



To impress this sponsor, you have to grab *huge* air. Like with the last sponsor, you have to mix in plenty of

grabs and tweaks while in flight. Nothing less will do.

You have plenty of chances to get the sponsor interested early, thanks to a wealth of big-air jumps. Take advantage of this good fortune, because the pickings are slim on the middle part of the run.



TIP



The Summit run is a great place to go if you're into tricking off quarter-pipes. Be sure to hit them at high speed if you want to perform aerial spins and grabs. However, to bust a little grind along their tops, keep your speed to a minimum and slowly creep up to them.

When presented with a choice of jumps, especially with three lined up side by side, always choose the steepest one. Remember, the key word is *huge*.



Don't tempt fate by trying to score cheesy points grinding a rail. You'll lose valuable speed necessary to make it up the steep big-air jumps. Plus, the sponsor just isn't interested.

Launching off a tall kicker or jump is ideal, but you can impress the sponsor by jettisoning off one of the smaller kickers at the right moment. In fact, you must develop this skill to successfully complete this challenge.



SPONSOR 3: LONG RAILS

It's a good thing you've been improving your boarder's balance with your skill points, because you're going to need it here. If you can't grind straight and long, you might as well pack it up now.



One of the keys to success is comboing off one rail to land in a grind on the next rail. If you consistently perform this feat, you'll have no problem grabbing a new big-money deal.



Like in the High Score and Media challenges, your best technique for success is to hop up to and grind the ski lift high-wire. Always look for jumps near the lifts; you can use them to gain altitude. There are plenty of opportunities to grind the ski lifts near the bottom of the run.



You're becoming an accomplished snowboarder, so the sponsor's going to be looking for something special. As you prepare to mount and dismount each rail, add a little flair. For example, you score higher with the sponsor if you front flip onto the rail and back flip off of the rail than you would simply hopping on the rail, grinding, and then hopping off.



Keep in mind that you can grind the tops of halfpipes just as you can rails. Also, look for something to combo onto as you set up for your dismount.



PRO CHALLENGE 1: SHOP

Pro: Jeremy Jones
Difficulty: 6
Number of Tricks: 11



Just because he's the first Pro on this circuit, don't think Jeremy's going to let you get the better of him. He starts you out with three hard tricks in rapid succession. After that, the ride calms down. With 11 tricks on this run, be at the top of your game to make it to the end.

TIP

Perform all tricks in front of the media—it's an easy way to double your score. It doesn't matter if you start, finish, or just pass through while doing the trick.

PRO CHALLENGE 2: PRO

Pro: Mitch Nelson
Difficulty: 8
Number of Tricks: 10



Mitch Nelson believes in weeding out the weak right from the start. The first four tricks go from 18,000 to 16,000 to 23,000, then back to 16,000 points before you can catch your breath. Between the fifth and sixth tricks, you must jump down a hill through some trees. Be careful not to ricochet off any limbs on your way down, or you'll be out of position for the next jump.

The run ends with routine jumps as you maneuver across an icy river. Stay on the lake to build speed for the big jumps, but be cautious when turning. If you turn too fast, you can spin out of control.



PRO CHALLENGE 3: SUPERSTAR

Pro: Bjorn Leines
Difficulty: 10
Number of Tricks: 13



You must beat Bjorn's whopping 13 tricks. If you crash while trying one in the long series of jumps, you kill your momentum for the next trick, making it virtually impossible to score enough points.

Another problem is simply trying to stay on the right path. The first two jumps take place in a halfpipe, and it's difficult to jump out of the pipe once you've completed both tricks. To exit the halfpipe, push forward without jumping. On trick 13, pull over 30,000 points using flips and a few grabs to win.





STRATTON 2

Stratton 2 starts you higher up in the mountain than Stratton 1, and provides a heavier snowstorm that further reduces visibility. Many of the tricks you pulled on the earlier course still apply, but it's learning the top part of the course that gets you over the hump to beat each challenge.



HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

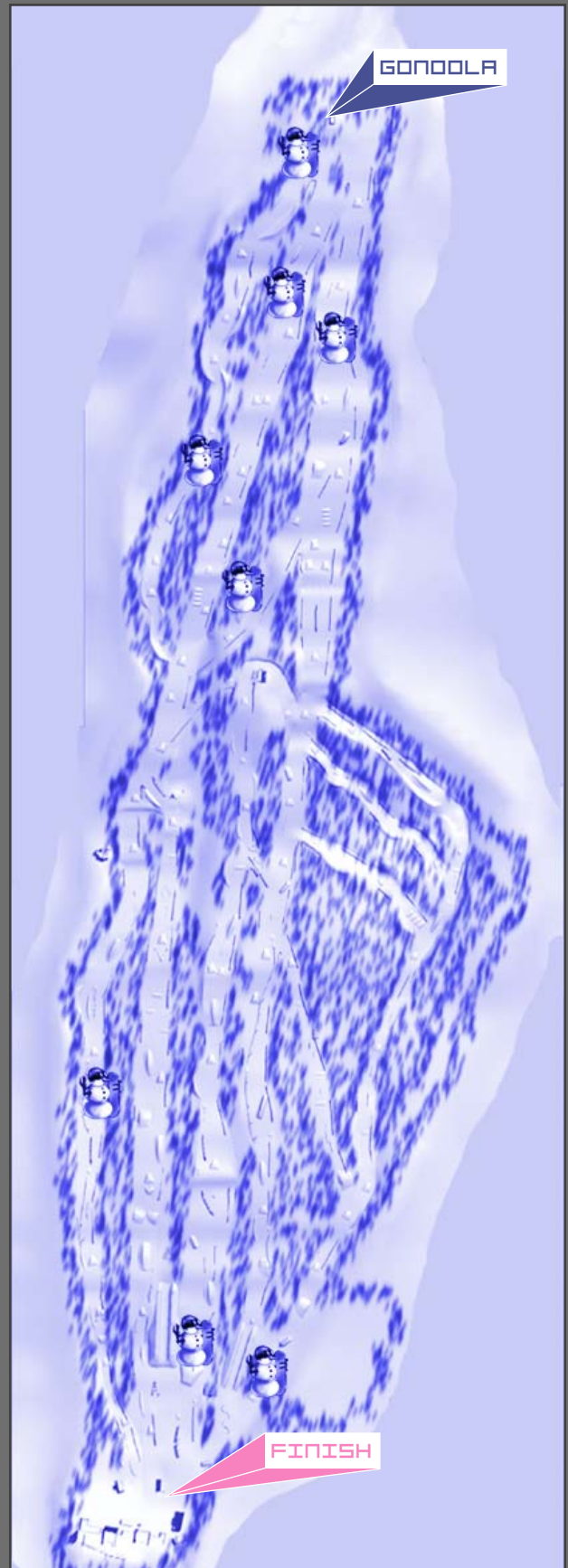
- 1 - 180,000
- 2 - 300,000
- 3 - 400,000

MEDIA:

- 1 - 100,000
- 2 - 180,000
- 3 - 250,000



CHALLENGES: 13
RANK TO RIDE: SS
SPONSOR LEVEL: PRO



↑ HIGH SCORE CHALLENGE

Now you're really playing with the big boys. Start your run at the Gondola gondola drop: you need the entire mountain and then some to achieve the necessary high scores.



The top of Stratton 2 is littered with rails to grind, which is one of the best ways to blow up your score. It's important to add flair as you mount and dismount each rail.

Also look to combo from one rail to the next.

Speaking of rails, you'll score bigger points by performing a slow grind rather than a quick grind. Push up your score by doing nose/tail presses.



Near the top of the mountain, look for a medium-sized kicker on the left side of the hill, near one of the ski lifts. Like before, grinding the lift is the best way to rack up huge points quickly.



As you descend the hill, the snowstorm becomes more intense. If you have a good memory, you'll know where you are because you've boarded Stratton 1 so many times.



Because of the familiarity, you have a better chance of scoring the points you need. All the hot spots from before are still there, so go to 'em.

↑ MEDIA CHALLENGE

The Media challenge is quite daunting this time around. Start your run at the gondola drop. From the beginning, you have a number of opportunities to build up your score and your popularity.



TIP

If you wish for nothing but to grind your way down the mountain, head for the Gondola run and make your way down the right side of the course. You'll find mile after mile of pipes and rails to grind, and plenty of photographers to take your picture.

To score big for the media, grind from two or three rails away from the photographer. As you combo toward him, hopping from rail to rail, your multiplier rises. Just before you end your combo, the photographer snaps your picture as you fly by.



Remember that performing tricks as you mount and dismount a rail raises your trick score. Going that extra step separates the snowboarding mortals from the snowboarding gods.



Another excellent way to blow up your score is to grind the ski lift highwire. Watch for kickers and jumps near the lifts for an easy ride to the top.

If you prefer to bust big-air tricks, begin your run by heading right. In addition to a bevy of rail-grind opportunities, you encounter a healthy number of kickers and jumps with photographers nearby.



SPONSOR 1: HUGE AIR



Like sponsors from the previous level, this one cuts you no slack. You need to give this guy exactly what he's looking for.

As you fly through the air, bust three or four successive grabs and tweaked grabs. Otherwise, you'll be wearing the same worn-out clothes the next time you take the hill.

If you've mastered the art of ending your rail grinds with flourishes, you're in luck. The sponsor gives you much love if you finish a grind with a big-air dismount.



More than any other sponsor before, this guy hates it when you bail. Before you try to do the impossible, make sure you have enough space between you and the ground to perform the tricks.

One of the best maneuvers you can perform is the double front flip. In fact, utilize this trick for your entire trip down the hill.



SPONSOR 2: RAILS- NOSE/TAIL PRESS



Just when you thought it was safe to bump and grind. In addition to a more finicky sponsor, you have a heavier snowstorm to deal with this time

around. However, by starting and finishing your grinds with panache, you'll get his attention. Bust flips or spins to start and finish each grind to get the sponsor amped.

Even though it specifies Nose Press and Tail Press grinds, you can get in a few normal grinds while cutting up the pipe. Just remember that you need to hold the sponsor's grinds of choice for a few feet before switching to another grind.



The longer the grind, the better the sponsor likes it. Hit long pipes and combos to keep your grind going for as long as possible.



Use kickers and jumps to get air, then land on a rail below. Grind the rail to a smooth stop to score big points.

Just like all rail grinds, the Nose Press and Tail Press are sometimes done best at a slower-than-normal speed. Grinding too fast can lead you out of control, especially on the dismount.



SPONSOR 3: RAIL COMBOS



This may sound like an easy run, but don't fool yourself—you need exact timing and precision to succeed.

Long grinds, combo spins and flips, and the like don't work here. You must hop from one rail to the next to get the sponsor to notice you.

It's possible to score with the sponsor by landing in a grind coming off a jump or kicker. Also throw in a front flip and a couple of grabs and tweaked grabs as you sail through the air. However, don't repeat this technique more than twice.





You can also make an impression by landing in a grind off a jump, and then comboing from one rail to another. This is no time to be timid.

Avoid using Nose Press and Tail Press grinds. It's hard to add flair the end of your grind when trying to jump or spin out of these types of maneuvers. It's also easy to lose your balance.



One of the keys to pulling off those rail-to-rail combos is to have good speed going into the trick. That way, you'll have enough momentum to carry you from one low-lying pipe to another.



PRO CHALLENGE 1: SHOP

Pro: Janna Meyen
Difficulty: 7
Number of Tricks: 20

Janna's back to kick your butt into the snow-covered ground, and she's brought her trash talk with her. Her trick total is staggering, but her tricks aren't all that spectacular. The difficulty comes in setting your boarder in the right position after landing a trick so you can hit your next spot head-on. Often, you fly right past the jump-off point or slide on the wrong side of a hill, which costs you big time. Get your timing right with repetition.



PRO CHALLENGE 2: PRO

Pro: Bobby Meeks
Difficulty: 9
Number of Tricks: 14

The overall run isn't that difficult, but the margin for error is small. It's more of an endurance test of follow the leader with easy to medium tricks scattered throughout.

There are a lot of rails so time your jumps on to them well (this is the easiest place to miss most of these tricks). The key on any of these is to take it slow and don't get greedy! When you have the points, just hop off the rail (no need to get fancy, unless you just want to rub it in Bobby's face). Regardless, you'll need the time to line up for the next jump.



PRO CHALLENGE 3: SUPERSTAR

Pro: Kurt Wastell
Difficulty: 10
Number of Tricks: 15

Kurt Wastell is one of the final challenges in the game, but he doesn't bring anything you haven't seen before. What he does bring are fifteen tricks that, when done one after the other, put a

strain on the old membrane. From the start, you must hit a difficult spinning grind with a flip dismount to beat the Pro points. After that, the moves become a lot more basic—that is, until you reach the halfpipe at trick 12, where you must pull an absurd number of points at an angle that's anything but friendly. Perform as many tweaked grabs as possible while flipping through the air to finish the run.



ALTIBAHN 2



CHALLENGES: 13
RANK TO RIDE: 40
SPONSOR LEVEL: PRO

Ah, the return to the frozen wasteland. This second trip to the Altibahn mountain range tests your skills and has you busting your brain to think of the best combinations and tricks to perform. Not much has changed from the first go-round, because the top part of the hill is as devoid of man-made rails and pipes as the bottom half is. Thankfully, you will find a good smattering of natural moguls and a couple of massive drops to bust big combos. Rodeos, Corkscrews, and tweaked grabs are the tricks to use.

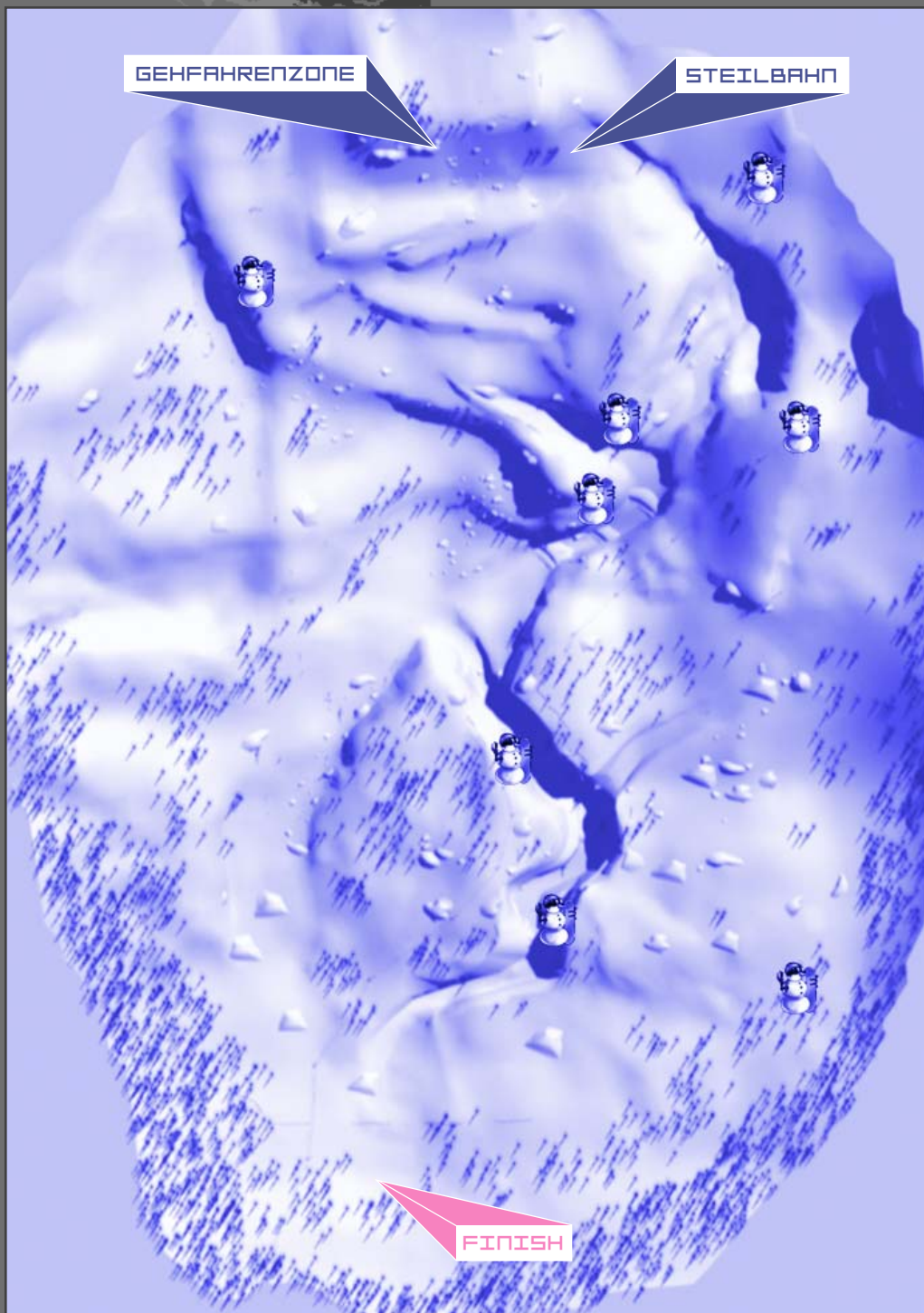
HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH SCORE:

- 1 - 160,000
- 2 - 220,000
- 3 - 300,000

MEDIA:

- 1 - 75,000
- 2 - 110,000
- 3 - 175,000



↑ HIGH SCORE CHALLENGE

To beat the highest of high scores in the Altibahn, you need one run worth more than 300,000 points. This might seem intimidating, but not when you think about how many points

you've scored in the past by landing one rail slide across the top of a ski lift. Thankfully, there are plenty of places along the Altibahn to grind the lift wires.

The best course to achieve the high score is in Steilbahn. When you start your run, head immediately left.

Jump across the two kickers while continuing to ride along the top of the mountain. Stay as far left as you can without going out of bounds as you make a straight line to the ski lift in the distance.

The key to heading left is to not slip and slide down the mountain. When jumping the kickers, make sure to stick your jumps. Otherwise, you might never reach the ski lift and all the points it offers.



When approaching the lift, it's easier to jump on the wires from the side rather than straight on. Use the slanted hill by the camera-man as your launch point, and spin onto the right wire.



If you fail to make the jump, don't fret. There's another opportunity to grind the lift down the hill. Ride down the mountain under the right side of the lift. Hit the next kicker to hop up to the grind.



Grind the lift all the way over the canyon, remembering to constantly perform nose/tails presses to increase your score. If you fall off the lift,

flip down into the canyon to find a bunch of kickers to trick off of, and more tree branches to grind.

TIP

Every challenge you complete advances your rank by one. If you need that extra rank to open up a level, go back to previous levels to pick up a challenge or two. Don't forget the Snowmen!



MEDIA CHALLENGE

Switch courses to satisfy the Media challenge. Head over to Gefahrenzone for wild combo grinds as photographers snap pictures of you from every angle.



When the run starts, head slightly left, over the little hill in front of you, to find one of the best grind combos in the game. Start with the branch to the left, and grind up the limb, then jump to the branches to the right.



You should be able to grind two branches here. When you reach the end of the last branch, use a spinning jump to land on at least one more branch in front of it. Grind the branch to the end, then hit another spin jump or a Rodeo, this time adding a little flair with a grab or two. Land the jump, and the cameraman snaps the picture, giving you a major score to start the run. In fact, you can score over 100,000 points on this combo alone!



After sticking your landing, head downhill slightly to your right to find another branch sticking out of the mountain. Luckily for you, there's also another cameraman. Grind the branch, trick off the edge, then jump down into the canyon for another big score.



Head down the canyon and trick wherever you see cameramen to finish out the run. If you pull off the first two tricks, however, you shouldn't need many more points. If you do, pull some

flips and grabs off of the kickers to beat the challenge.

SPONSOR 1: OFF/AXIS AND TWEAKS



Gain speed out of the start, and launch off the cliff in front of you. This is a major opportunity to shoot the

sponsor's opinion of you through the roof. It's also the biggest jump on the run in terms of big air. Use the hang time to your advantage to pull out something sick.

Speed down the left path and jump the two kickers using 720 Rodeos with Stalefish grabs. This combination does wonders for impressing the sponsor.



At the next fork in the road, take the right path to head down the icy lake. Here, you can build up speed and bust more Rodeo jumps with Stalefish grabs.



The end of the course doesn't feature many areas to jump, so make sure the sponsor is already amped as you hit the home stretch. Otherwise, your score might not hold up when you make it to the finish line.



SPONSOR 2: HUGE OFF/AXIS



Take the first jump straight ahead, and land in the canyon. Continue gaining speed as you trick off the next two big

rocks—the first to the left, the second to the right. Hit these three tricks, and the sponsor might already be feeling amped. The key is to keep him interested.

By huge off/axis, the sponsor means he wants to see you get as much air as possible under each trick. Hit your jumps for height rather than length to score new gear.



After landing the first three jumps, the course turns into the same one you ran during the first Sponsor challenge. Follow the same path down the icy lake to find the best kickers to jump at the highest speed.



SPONSOR 3: MASSIVE AIR



As the name implies, you need some *massive* air to satisfy this sponsor. The key to achieving that is to hold the jump button until you reach the peak of a jump.

To start the run off right, hit the ledge in front of you, and hurl yourself into the void with a double front flip, making sure you arc up and out as far as possible.



As you land your first jump, look for two consecutive kickers up ahead. Hit both of these to raise the sponsor's enthusiasm to Nice.



Now, veer slightly to your left. You see a huge snow-covered rock in the distance. Hit it with as much speed as possible to gain the necessary height to impress the man.



As you hit the ground, go straight toward another kicker, and trick off of it. Ahead, the path splits in two. Head right to find plenty of spots to grab insane amounts of air.



TIP

If you're having trouble finding a good line down the mountain, and are in need of points, slow and wait for one of the other boarders to pass you. That way, you can follow behind him and see what line he's using. You never know—he may just lead you to a part of the mountain you've never boarded on before.



By now, the sponsor should be taking serious notice of your skills. Ride out the rest of the run, avoiding taking spills or busting tricks the sponsor doesn't like.

PRO CHALLENGE 1: SHOP

Pro: Jason Brown

Difficulty: 8

Number of Tricks: 9



According to Brown, his girlfriend just dumped him so now he's challenging you to a one-on-one showdown in the snow. Sounds like he needs to hit the lounge and look for a new

woman, but you could use the ranking point, so treat him like his ex did, and kick him to the curb. Brown starts off with a big jump, then works in some grinds before finishing with two jumps for 15,000+ points apiece. Nothing a real Pro can't handle.



PRO CHALLENGE 2: PRO

Pro: Gigi Rüf

Difficulty: 9

Number of Tricks: 8



Gigi's back, and this time he's bringing his A-game with him. You start off the run needing a crazy score of 49,000+ points. This is

tricky because you

need to jump high and far to avoid hitting the jagged ledges sticking out from the mountain below. As soon as you clear that jump, get ready for a couple of hard, yet manageable tricks. The next troublesome spot comes at jump number five. You must hit a crazy trick while deftly maneuvering your boarder in the air so you don't hit the sides of the canyon. Gigi busts a few more tricks, but your experience should help you pull them off.

PRO CHALLENGE 3: SUPERSTAR

Pro: Jeremy Jones

Difficulty: 10

Number of Tricks: 9



Jeremy is not that difficult to beat. You start out needing to bust two hard tricks. To help you line up for trick number two, jump off the kicker's left side. That way you don't have to compensate for a faulty trajectory when you hit the ground. Trick number three requires you to hit a point total of around 50,000.

Thankfully, you get enough air under your

board to get creative and achieve the score you need.

There are two difficult parts to the run. The first is trick five, when you must launch from a jump on the left side of the canyon to a ledge on the right side. After you land, be prepared for another hard trick. The next tough spot comes at trick seven, where you must again leap from a ledge on one side of the canyon to a ledge on the other side. After that, you'll be able to sail through the rest of the challenge with no problem.



NIXON JIBFEST

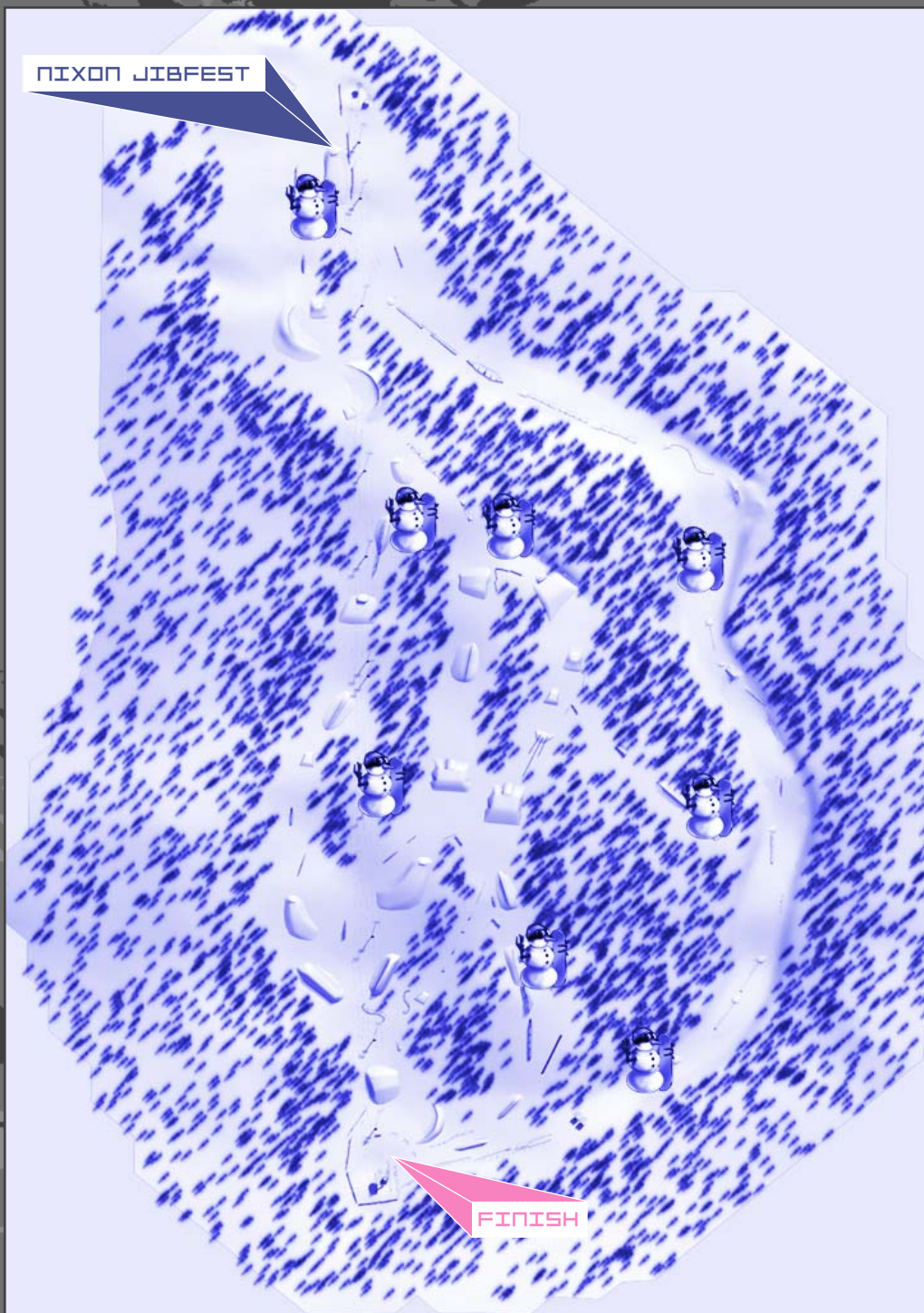
CHALLENGES: 7
RANK TO RIDE: 25
SPONSOR LEVEL: PRO

You've almost completed every run in the game, and you should be well on your way to achieving the number one ranking. The Nixon JibFest is the third mini course, and as its name indicates, it's chock full of rails, tables, and other surfaces to grind. Wax up your board and strap in, because this is the last test you have to pass to achieve immortality.

HIGH SCORE AND MEDIA CHALLENGE SCORES

HIGH
SCORE:
1 - 375,000

MEDIA:
1 - 250,000





HIGH SCORE/MEDIA CHALLENGE

Since everything's so compact on this course, you can score the necessary points for both challenges in one run. To start things off, either launch up and grind the ski lift, or simply trick over the lift and head left for an added challenge.



If you prefer the tried-and-true method of grinding the lift for big points, there's a great opportunity to do so right away. Simply launch off the kicker in front of you, and go straight up.



Don't worry if you fall off the lift right away. Down this stretch is a whole mess of small kickers that you can use to elevate yourself back into the stratosphere. As if that weren't enough, there are plenty of rails to grind along this stretch, too, and a grip of cameramen nearby.



To take the low road, head to the left from the start. You come across rails lined up in a row to use for combos.

Utilize the slow grind technique whenever you hop up on a rail. By easing your way across each surface instead of slip-sliding at breakneck speeds, you rack up more points than you know what to do with.



If you fall during a grind, avoid making a mad dash down the hill to hit the next pipe. Instead, jump back onto the rail you just bailed off of. Now spin and grind until you get sick, then add a flashy front flip dismount to thrill the crowd.

SPONSOR 1: HUGE JIB COMBOS

The sponsor isn't demanding that you jump from one rail to the other to perform a legitimate combo. He also lets you get away with jumping in place on one rail, giving you the benefit of the doubt on the combo. As long as you spin quickly and grind slowly, he'll be applauding your efforts in no time.



As you start your run, head straight while veering slightly right, and hop onto the first long cement bench you see. Grind the bench and perform two successive jump combos onto another bench and an arching rail. As you dismount the rail, add a little flair with a front flip.



As soon as you land, jump off the kicker in front of you and land on another rail, which leads to another three-rail combo grind. After the third rail, keep the madness going by hopping into a grind on the S-shaped pipe immediately following it.



Now head to the right, toward the halfpipe. Instead of tricking through it, gain a little speed going through the middle, then hop up and grind the sign running lengthwise across the top. You'll even bag a snowman in the process.



As you leap off the top of the halfpipe, continue forward and finish your run. Don't worry; if you haven't thrilled the sponsor enough, there is ample time to do so before you're finished.

PRO CHALLENGE 1: SHOP

Pro: Bobby Meeks
Difficulty: 9
Number of Tricks: 6



For taking place in the JibFest, there ain't a whole lot of jibbin' going on. Bobby Meeks performs only six tricks, five jumps, and one rail to finish it off. The jumps aren't all that complicated to pull off, despite the level-nine difficulty. Just stay on Bobby's path. If you take any of your jumps too wide, you might lose your way, passing the next trick.

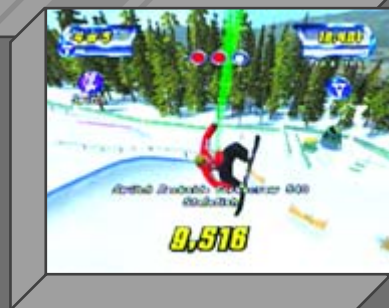


PRO CHALLENGE 2: PRO

Pro: Mikey LeBlanc
Difficulty: 10
Number of Tricks: 7



This one is only seven tricks but Mikey LeBlanc holds nothing back—after the first two medium tricks, three of the next four are big point airs culminating with a 64,000 point blind transfer to grind near the end of the slope. If you can make this transfer, missing a few earlier won't cost you too much, otherwise, manage your tricks wisely to maximize points early on!



PRO CHALLENGE 3: SUPERSTAR

Pro: Jeremy Jones
Difficulty: 11
Number of Tricks: 12



The final Pro ramps up the challenge with 12 tricks at a difficulty of 11 (and you thought 10 was as high as things got!). But just because the difficulty is high, don't expect a run with crazy jumps off of mountains, or anything like that. The final Pro challenge is more a test of skill than a test of adrenaline. Tricks six and seven are the...well, trickiest, because you must quickly grind one rail, jump off, and grind another in a heartbeat. The easiest way to pull the rail trick off is to do a grind while in the circle, jump off, and hit a grab. Immediately when you land, hop onto the next rail to grind it to the end, all the while spinning to hike up your score.